THE UK'S BEST-SELLING PS2 MAGAZINE

PlayStation®2

OFFICIAL MAGAZINE-UK

WORLD EXCLUSIVE REVIEW

RED FACTION

BETTER RED THAN DEAD! WE BLOW THE PS2'S DEADLIEST GAME APART

COOL AS TRUCK
At last! **Tony Hawk's Pro Skater 3** ollies onto PS2

SATANIC VERSUS
Mikami spills all on the damned fine **Devil May Cry**

BIG IN JAPAN
Silent Hill 2, Final Fantasy X, Mosquito plus all the hottest news from the **Tokyo Game Show**

STRIKE NOW

issueeight/june2001/**£4.99** withdisc

future publishing
Media with passion
9 771472 312007 06

BRAND NEW FOR PS2!
- **TIMESPLITTERS 2**
- FIFA 2002
- **TONY HAWK'S PRO SKATER 3**
- SONY'S SECRET PROJECT Y
- **DEUS EX**
- STAR WARS: EPISODE II RACER

SEE INSIDE FOR MORE

25+ PAGES OF THE BEST REVIEWS

RED FACTION/MTV MUSIC GENERATOR 2/FUR FIGHTERS
EXTERMINATION/STAR WARS: SUPER BOMBAD RACING
RUGBY/RUMBLE RACING/GAUNTLET: DARK LEGACY/MORE

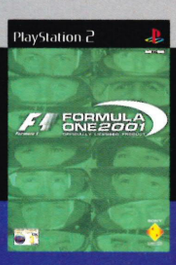
PlayStation 2

JUNE 2001/RED FACTION/MIKAMI ON DEVIL MAY CRY/TOKYO GAME SHOW/MEDAL OF HONOR/BEHIND THE SCENES WITH DROPSHIP/GAME OVERLOAD IN SPY/PREVIEWED: CRASH BANDICOOT/GRAN TURISMO 3: A-SPEC
LE MANS 24 HOURS/ESCAPE FROM MONKEY ISLAND/25+ PAGES OF REVIEWS: RED FACTION/MTV MUSIC GENERATOR 2/FUR FIGHTERS/EXTERMINATION/STAR WARS: SUPER BOMBAD RACING/RUGBY/RUMBLE RACING/MORE

It's a blast! Read our exclusive first review of revolutionary shooter *Red Faction* on page 96, then check out our bonus demo offer on page 10.

"PlayStation" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. ® is a trademark of Sony Corporation. © 2001 Psygnosis Ltd. Psygnosis and the Psygnosis logo are ™ or ® of Psygnosis Ltd. An official product of the FIA Formula One World Championship. Licensed by Formula One Administration Limited. All rights reserved. "Formula One", "Formula 1", "F1", "FIA Formula One World Championship", (together with their foreign translations and permutations) are trademarks of the Formula One group of companies.

FORMULA ONE 2001
OFFICIALLY LICENSED PRODUCT



THE ONLY GAME WITH MURRAY WALKER. Rather like the great man himself, the attention to detail goes on and on. All the official 2001 season Formula 1 tracks, drivers and cars as well as Murray Walker and Martin Brundle providing expert commentary. It's also available for PlayStation and remember if it gets too much, there's always the mute button.

www.uk.scee.com/f1

PlayStation 2
THE THIRD PLACE

PlayStation®2
OFFICIAL MAGAZINE-UK

ON THE COVER
It's the game that doesn't care too much for walls. *Red Faction* breaks through to the other side.

ISSUE 008/JUNE 2001

GAME REVIEWS

096 **RED FACTION**
Blasting through anything that gets in the way, the PS2's latest FPS promises to bring the house down.

102 **MTV MUSIC GENERATOR 2**
Make beautiful music with your console, without having to leave the confines of your living room.

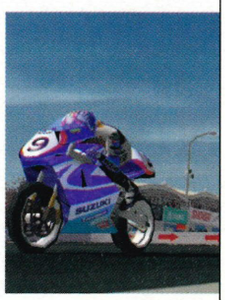
106 **FUR FIGHTERS**
The mack daddies of the animal kingdom get a taste of blood – and like it. Cute? No way...

110 EXTERMINATION
112 STAR WARS: SUPER BOMBAD RACING
114 RUGBY
116 RUMBLE RACING
118 HEROES OF MIGHT AND MAGIC
120 WALT DISNEY'S JUNGLE BOOK GROOVE PARTY
121 GAUNTLET: DARK LEGACY
123 ARMY MEN: GREEN ROGUE

!!
ZZZZ
BRAZIL
CRISPS
CLINGFILM
TOMMY'S TUNES
08700 781144

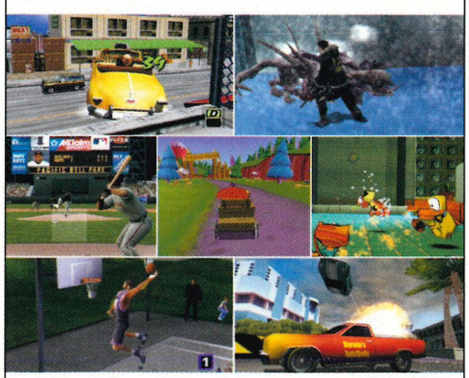
ON THE DISC

ON THIS MONTH'S NEW LOOK DVD-ROM, WE'VE PLAYABLE DEMOS AND FOOTAGE OF THE PS2'S BEST...



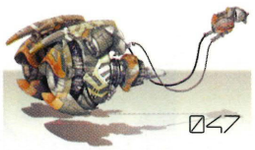
PLAYABLE DEMO 1/
MTV MUSIC GENERATOR 2
Make sweet, sweet music with this huge playable demo of PS2's own home studio marvel.

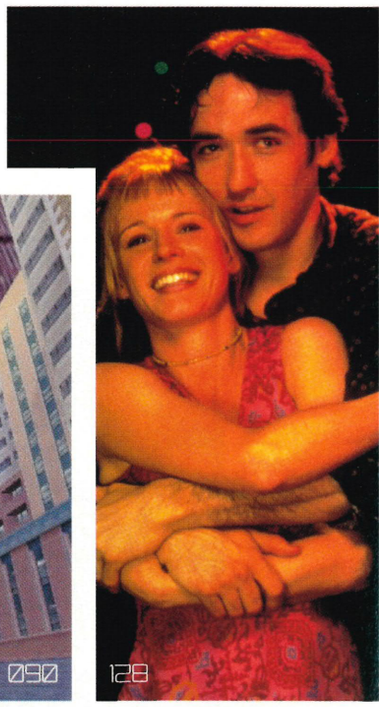
PLAYABLE DEMO 2/
MOTO GP
Burn up the track and feed the opposition your dust with ourbrand-new demo of top superbike sim, *Moto GP*.



PLUS/**VIDEO PREVIEWS OF:**
Crazy Taxi, Extermination, All-Star Baseball 2002, Wacky Races Starring Dastardly And Muttley, Fur Fighters, NBA Street, Rumble Racing and more...

»**FULL DETAILS: PAGE 10**





FEATURES

034 **THE PS2 INTERVIEW: RORY ARMES**
The Exec Producer of *NBA* and *NHL* at EA Canada gives the inside track on EA Sports.

070 **THE REAL UNREAL**
OPS2 and *Front* magazine slug it out at *Unreal Tournament* and Quasar. Who will be victorious when the smoke clears?

072 **SATANIC VERSUS**
We get an audience with 'President Evil' Shinji Mikami and learn the horrible truth about his latest dark opus, *Devil May Cry*.

078 **DYE HARD**
Medal Of Honor: Frontline's technical advisor has seen the ugly face of wartime combat. He wants you to get a taste.

082 **BIG IN JAPAN**
Life is a cabaret, but the Tokyo Game Show is a zoo hewn from a block of solid kitsch. *OPS2* bellows into microphones and learns what it's like to be a mosquito.

086 **OUT OF THE BLUE**
OPS2 is deployed to Camden and gets exclusive access to the ambitious sci-fi combat sim *Dropship* and its developer.

090 **COOL AS TRUCK**
We head over to LA to check out *Tony Hawk's Pro Skater 3* and find the game has a new trick up its baggy shorts.

GAME PREVIEWS

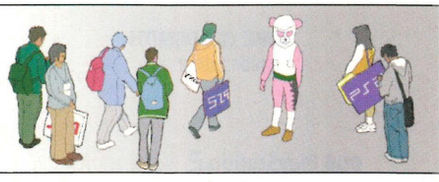
016 **GRAN TURISMO 3: A-SPEC**
The driving sim with legend status fitted as standard.
020 **CRASH BANDICOOT: THE WRATH OF CORTEX.**
The antipodean furball with the rictus grin is back.
022 **EXTREME-G 3**
024 **LE MANS 24 HOUR**
026 **ESCAPE FROM MONKEY ISLAND**
028 **BALDUR'S GATE**
030 **CONFLICT ZONE**
032 **BLOODY ROAR 3**

REGULARS

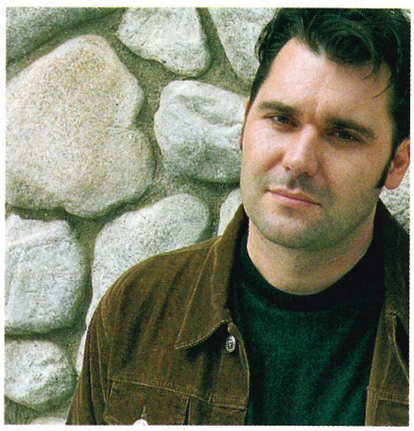
006 **Editor's Letter**
008 **Contributors**
014 **Postal**
The bit that you write to tell us exactly what you think.
040 **Next Month**
043 **Spy**
Massive pre-E3 special! All the news, views, rumours and reports from across the planet.
124 **PSone Reviews**
Sheep, Dog And Wolf and other PSone releases.
126 **Subscribe**
Save 10% and have your copy of *OPS2* delivered to your door.
128 **Media**
High Fidelity reviewed on DVD, plus Mogwai interview.
134 **HardCore**
Huge *ZOE* guide plus codes for *Oni* and *Operation WinBack*.
140 **EndGame**
Where *you* get involved.
146 **GameOver**
This month Will Barras scribbes over *MDK2*.

BIG IN JAPAN

SO WHAT'S TOKYO GAME SHOW ACTUALLY LIKE? IT GOES A LITTLE SOMETHING LIKE THIS **PAGE 82**



EDITOR'S LETTER



Flying into Los Angeles...

... And flying out again and flying back and... What am I on about? This issue. And the next. And... Start again with an explanation. Every May, Los Angeles holds a videogame trade show by the name of E3. Publishers and developers debut their latest and greatest games at the event, and journos spend three days wandering around in a haze of leaflets, demos, models and grown men dressed up as furry ocelots, scoring the latest treats for their respective magazines.

You might wonder why am I writing about this on the morning of 24 April. Because this year we're pulling out all the stops to bust all those exclusives *before* E3. It's meant virtually every *OPS2* staffer, freelancer and tea person has been out of the office, jetting off to LA, Paris, Phoenix and, erm, Sheffield to get the news for you first. A brief look at this issue's Spy will show you the fruits of these jet lagged labours. *TimeSplitters 2*, *Star Wars Racer 2: Revenge*, *Deus Ex*, *FIFA 2002*, *Stuntman*, *AirBlade*, *Splashdown*, *James Bond 007: Agent Under Fire*, *Smuggler's Run 2*... The list goes on and on, while elsewhere you'll find exclusive reports on *Conflict Zone*, *Dropship*, *Escape From Monkey Island* and Neversoft's astonishing *Tony Hawk's Pro Skater 3*. Take a trip over to page 90 to see both a truly revolutionary game and indeed the reason why my eyes are currently bleeding with jet lag. Which hurts. A lot.

So why the videogaming equivalent of peeling back the wrapping paper on Christmas Eve? Because we can is one answer, but more importantly it's to once again prove a point. New games for the PS2 are flying out of the woodwork and with the imminent release of this issue's cover star, Volition's ground-breaking *Red Faction*, plus next issue's exclusive UK review of *Gran Turismo 3: A-spec*, the PS2's range of games just gets better and better. Over the next few issues, we'll bring you the exclusive lowdown on all these titles and more and, as our eye-caressing features show, we'll present them with the visual style and flair they deserve.

All of which poses a bit of a problem – what the hell do we write about next issue? Well, E3 will inevitably throw up more than a few surprises – indeed, we're sadly sworn to secrecy on a few announcements that will blow PS2 owners out of the water. Let's just say we're planning to boost our online coverage in the next few months by a considerable amount.

Enough. Tuck into this issue and let us know what you think by writing to the address at the top of page eight. The future's looking brighter than ever – if only I could get my eyes to stop hurting so I could see what I'm actually scribbling about...

MIKE GOLDSMITH
Senior Editor

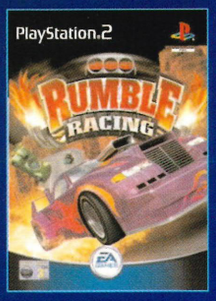
SUBSCRIBE

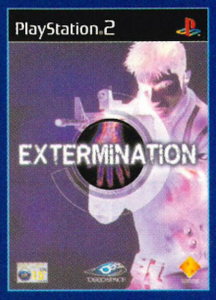
SAVE 10%

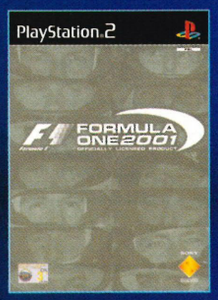
With an *Official PS2* subscription you get six issues at just £4.50 each

Call 01458 271184 now, quoting order code EP08, or turn to page 126 for more details

Overseas readers call **+44 1458 271184**
Lines open 24 hours, seven days a week







GET THE ULTIMATE GAMES FOR LESS. RENT PS2 FROM BLOCKBUSTER.

The latest PS2 games are available to rent from Blockbuster just as soon as they are released. Why wait any longer to take on the newest challenges? Even better - you get to crack each game without having to buy it.

To find your nearest store, call **0845 741 3561**

Bringing Entertainment Home™

www.blockbuster.co.uk

BLOCKBUSTER

PlayStation.2
OFFICIAL MAGAZINE-UK

FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW
Telephone: 01225 442244 Fax: 01225 732275 Email: PS2@futurenet.co.uk

STEVE JARRATT GROUP SENIOR EDITOR
MATT WILLIAMS MANAGING ART DIRECTOR

Editorial

MIKE GOLDSMITH SENIOR EDITOR
Sam Richards DEPUTY EDITOR
Jamie Sefton NEWS EDITOR
Cat Channon SENIOR DISC EDITOR
Ben Lawrence GAMES EDITOR
Paul Fitzpatrick STAFF WRITER

Iain White ACTING PRODUCTION EDITOR
George Walter PRODUCTION ASSISTANT

Nick Moyle ART EDITOR
Graham Dalzell DEPUTY ART EDITOR
Niki Earp DESIGNER

Contributing Writers
Jason Brookes, Nick Ellis, Lee Hart, Mike Jenkins, Jon Jordan, Andy Lowe, Steve Merrett, João Diniz Sanches, Keith Stuart, Tim Weaver, Guy Woodward

Contributing Photographers
Martin Burton, James Cope, Sarah Kennett (pictures) Stuart McCall, Rob Scott

Contributing Illustrators
Will Barras, Ben Kirchner, Lee Woodgate

Japanese Office
Amos Wong

Advertising

Bath Office
Anne Green SENIOR ADVERTISING MANAGER
Kelly Jenkins ADVERTISING MANAGER
Liz Dennys DEPUTY ADVERTISING MANAGER
Helen Johns DEPUTY ADVERTISING MANAGER
Lucy Owen SENIOR SALES EXECUTIVE
Rebecca Hamilton SALES EXECUTIVE
Jayne Caple GROUP ADVERTISING MANAGER
Call Bath advertising on 01225 442244
Fax Bath advertising on 01225 480325

London Office
Jo Wilmott COMMERCIAL DEVELOPMENT MANAGER
Neil Abraham COMMERCIAL DEVELOPMENT MANAGER
Call London advertising on 0207 317 2600

Craig Broadbridge SENIOR PRODUCTION CO-ORDINATOR
Sue Evans PRODUCTION CO-ORDINATOR
Emma Muddimer PRINT SERVICES CONTROLLER
Judith Green GROUP PRODUCTION DIRECTOR

Managerial & Marketing

Mia Roberts PUBLISHER
Jez Bridgeman GROUP ART EDITOR
Simon Wear OVERSEAS LICENCING
Robert Price GROUP PUBLISHER
Mike Frey MANAGING DIRECTOR

Subscriptions are at: Future Publishing Ltd, FREEPOST BS4900, Somerton, Somerset TA11 7BR. Tel. 01458 271184

Distributed through the UK Newstrade by Seymour Distribution, 86 Newman Street, London, W1P 3LD. Tel. 020 7907 6000

Overseas Distribution by Future Publishing Ltd. Tel 01225 442244

If you had any problems finding this issue of *OPS2*, please call Regina Erak in our Circulation Department on 01225 320889

Printed in the UK by ET Heron

© Future Publishing Ltd 2001

Future Publishing Ltd is part of The Future Network plc.

The Future Network produces carefully targeted specialist magazines and Web sites for groups of people who share a passion. We aim to satisfy their passion by creating titles that offer superb value for money, trustworthy information, multiple ways to save time and money, and are a pleasure to read or visit. Today we publish more than 90 magazines and over 30 magazine Web sites and networks from offices in five countries. The company also licenses 39 of its titles resulting in over 150 local editions in 30 other countries.

The Future Network plc is a public company quoted on the London Stock Exchange (symbol: FNET).

Media with passion

Chris Anderson **CHAIRMAN**
Greg Ingham **CHIEF EXECUTIVE**
Colin Morrison **CHIEF OPERATING OFFICER**
Michael Penington **INTERIM FINANCE DIRECTOR**
Tel +44 1225 442244

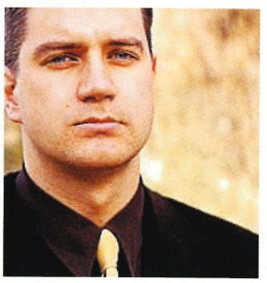
www.thefuturenetwork.plc.uk
Bath, London, Milan, New York
Paris, San Francisco, Wroclaw

ABC **ABC 81,883** JUL-DEC 2000
A member of the Audited Bureau of Circulations

CONTRIBUTORS #08

We asked them what else they do. Here's their replies.

GUY WOODWARD

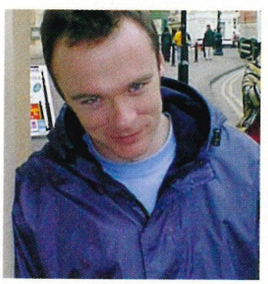


Mr Guy's favourite pastime at the moment is drinking coffee, "I'm on a crusade to trail as many blends as possible," he says. "Columbian varieties still offer the richest strength and taste in my opinion, and I'm lucky to have a very good little supplier in Muswell Hill, near me. I'd love to retire to South America and try them all first hand." Guy is editor of arcade trade mag *AB Europe* and also worked for other 'exciting' titles like *Precision Marketing* and *Leisure And Hospitality Business*. Guy currently writes *OPS2*'s coin-op page every month. By the look of the picture it's probably more fun than his day job.

Game Of The Moment: "Being from the arcade fraternity, I'm obliged to laud coin-op titles. I don't think you'll ever be able to beat Taito's *Puzzle Bubble*."

I'm holding my breath for: "In terms of 'can't wait for' it would have to be getting a free PS2 through *OPS2* connections." Join the queue, Guy, join the queue…

IAIN WHITE



Recently Celtic won the Scottish Premier League, which pleased Acting Production Editor Iain no end. "I couldn't be there for the games, but they were on Sky and I had my dad's enthusiastic commentary down the phone to contend with, so it kept me up to date." He recently returned from a trip to Australia where he managed to see Terrigal's most famous man-eating crocodile, Eric. "It was a saltwater one about 15 foot long. Had a real vicious look in its eye like Clint does in *Dirty Harry*. The salties are the nasty ones. They had a Tasmanian Devil too. It didn't spin round like the cartoon version or talk once though." Right.

Game Of The Moment: "*Rumble Racing*. Arcade racers are probably my fave pick up and play genre and Two-player mode rocks. Fitz keeps whipping me though."

I'm holding my breath for: "*Gran Turismo 3* and the *Dune* remake. The effects look spectacular, real third-gen CGI stuff. And *Tron 2.0*. Whenever."

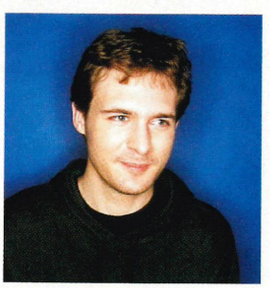
LEE WOODGATE

This month's illustrator is Lee Woodgate who drew himself rather than give us a photo. He doesn't really look like that though. "The picture shows me sporting the silly beard and tats that my girlfriend would never let me have," he says. Lee is "disturbingly" obsessed with football and can be found every other Saturday afternoon on the terraces at QPR consuming hot meat drinks. While he's not relaxing in his North London pad playing *ISS*, Lee draws incredible pictures. See the stunning Tokyo Game Show spread starting on page 82. Recently he has also worked for the *Times* magazine, the *Mirror* magazine and *J17*.

Game Of The Moment: "*Star Wars: Starfighter*. Believe the hype." Ah, finally a man who understands the ways of the Dark Side…

I'm holding my breath for: Lee is a blind optimist and approaches life wearing the trousers of optimism. Why do we say this? His reply. "The next QPR win."

LEE HART



Lee is new-ish to *OPS2* but not to videogames. Having worked on the sadly departed Dreamcast magazine *DC-UK*, he now finds himself 'batting for the other team' and giving us all the insider gen on Sega. A devoted Man Utd fan, Lee's heart must have jumped when in his second week at *DC-UK* he was asked to interview Dwight Yorke for the launch of *UEFA Striker*. "He spent most of the interview winking at a group of girls who were staring through the window," Lee explains. "When I asked him about his alleged three-in-a-bed sessions, he just grinned at me and said 'There's nothing better than scoring a hat trick'."

Game Of The Moment: "*Sensible World Of Soccer* on my old Amiga. I still reckon it's the best game ever made and no-one can persuade me otherwise."

I'm holding my breath for: "The UK version of *Winning Eleven 5* (PS2's *ISS Pro Evolution*) and the new football season… I think there's a trend developing here."

Pause live TV
Record without videotapes
Automatically record every episode of a series
And that's just for starters…

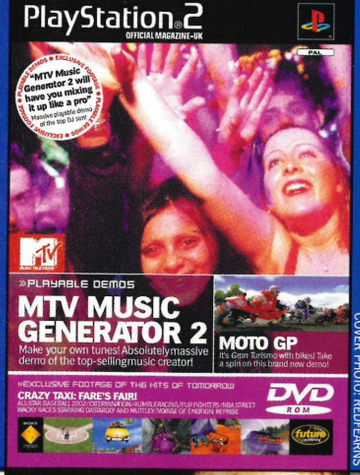
Sounds impossible, but with a TiVo® Recorder it's really very simple. For example, it's Monday, 8.15pm and you're watching 'EastEnders'. Pat's on the warpath, there's going to be hell to pay and then 'OH NO!', the phone goes. Don't panic. All you need do is press pause and the programme will freeze for up to 30 minutes. When you're through with the call, just press play to continue watching Pat shouting the odds. Fantastic. **www.uktivo.com**

Call now on 08702 41 84 86
or visit your nearest TiVo® stockist.

TiVo

You have to see it to believe it.™

TiVo® subscription and connection of TiVo Recorder to a fixed and operational phone line required for full service. The TiVo service is subject to terms and conditions, see www.uk.tivo.com for details. Monthly subscription is payable by credit card or Direct Debit. Lifetime subscription can be paid by debit card or credit card. Lifetime subscription refers to the lifetime of the TiVo Recorder. Service only available to UK residential customers. TiVo is compatible with terrestrial television equipment (analogue and digital), digital satellite equipment and analogue cable equipment: it is not currently compatible with digital cable and analogue satellite systems. Some TiVo functionality available without a subscription. ©2000 TiVo Inc. the TiVo logo and Season Pass are trademarks of TiVo Inc. Further conditions apply. Information correct at time of going to press. (March 2001).



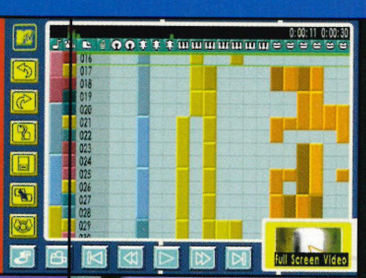
COVER PHOTO: REDFEARNS

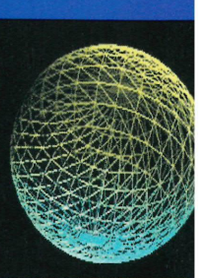
PlayStation 2
OFFICIAL MAGAZINE-UK

»ON THE DVD

playable demos

Other magazines let you watch, *OPS2* lets you play...





This month's DVD is a rich and varied journey through the PS2 gaming experience. Start off by knocking out a club classic or two with our fully playable demo of Jester Interactive's bangin' *MTV Music Generator 2*. That done hop astride our brand new throbbing demo of Namco's superb motorbike sim, *Moto GP* and take that for an asphalt scraping spin. Then there are tantalising video previews of great titles including *Crazy Taxi*, *Extermination*, *Rumble Racing* and *Fur Fighters*. And to cap it all with some serious style there's an exclusive offer giving you the chance to get your hands on an exclusive *Red Faction* demo. How good is that? Enjoy it all, and have a good month.

Catherine Channon
Senior Disc Editor

P.S. To use this DVD load it up on your PS2. Then scroll between games and rolling demos with the ↓ and ↑ keys. To choose within a section use ← and →. Press ⊗ to start your choice up. Please note, you may have to reset the PS2 after some demos.s

PLAYABLE DEMO ONE

MTV MUSIC GENERATOR 2

Publisher: Codemasters/Game type: Music creation utility/Demo type: Playable/Out: Now/Players: 1 (Full version 1-4)

THE GAME

Music, as somebody once said, makes the people (pause) come together. But have you ever wanted to be the one orchestrating the BPMs? Well, you're in for a treat with Codemasters' next-gen follow-up to its PSone tune creation hits *Music* and *Music 2000*. Making the most of PS2's beefy specifications, *MTV Music Generator 2* knocks its predecessors into a cocked record box. Now 48 sound channels (over *M2000*'s 24) and over 10,000 different riffs are available to the fledgling remixer/producer. There are even tracks from the likes of Gorillaz, Roni Size and Apollo 440 that you can play and plunder. And when you're done, you can use the video creation features to give your sonic baby an MTV friendly face. This is as professional as it gets without forking out thousands for a home studio. *MTV Music Generator 2* is reviewed on page 102, but you can get your creative juices flowing right here.

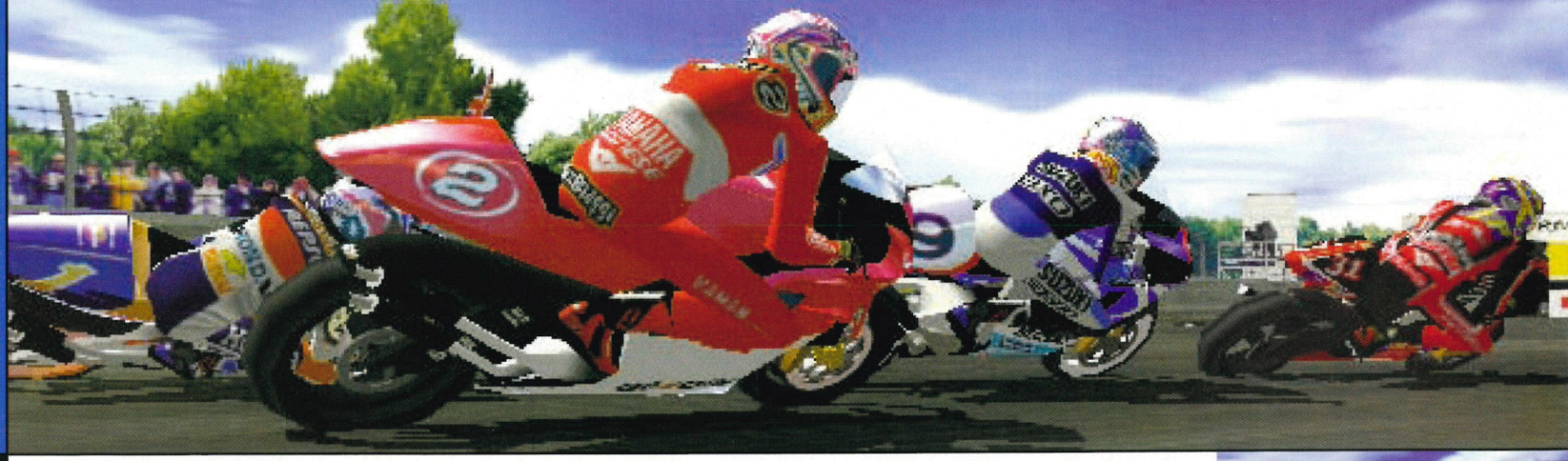
THE DEMO

Choose *MTV Music Generator 2* from the DVD's main menu and you'll open up a fully functioning demo that allows you ten minutes a session to create the boss tune of your choice from the full game's 'House' library of riffs, beats and voices. In addition to this you have access to two of the featured artists' tracks: Cassandra Fox's *Give Me Your Love*, and Tony Hewitt's *Flow*. Whether you lift elements from the pros, remix their tracks or build you own from scratch, you'll be creating your own music in no time. You cannot save your tracks to Memory Card, but there's no limit to the amount of times you can boot the demo up and get creative.

» THE CONTROLS

***MTV Music Generator 2* uses a combination of left analogue stick and ⊗ to produce a control interface similar to a mouse/cursor setup. Depending on the sub-menu you have accessed, the ⊗ button will have various specific functions.**

D-pad Scroll area
Left analogue stick Move pointer
⊗ Action
△ Cancel
○ Menu
□ Delete
START Play/stop track/riff
SELECT Select area



PLAYABLE DEMO TWO

MOTO GP

Publisher: SCEE/Game type: Motorbike racing/Demo type: Playable/Out: Now/Players: 1 (Full game 1-2)

THE GAME

With its unique handling and open to the elements danger, motorbike racing produces a seat of the pants challenge quite unlike its roll-bar mollycoddled, four wheeled counterparts. *Moto GP* brings this experience to PS2 with speed, style and a finely judged balance of arcade playability and simulation depth. This is a game where skill and strategic racing are rewarded by blistering victories which can be relished again and again through some stunningly realistic replays. The full game also includes five world-class tracks recreated in detail and the best of the world's riders to compete against.

THE DEMO

Select *Moto GP* from the *OPS2* DVD main menu and you'll be taken to the demo's title screen. Press START and after a reminder of the controls you will be taken straight to the race. The venue: Donnington in the Midlands. Your opponents: 20 riders picked from the world's best. Your bike: a Honda AC50M. You have one full lap of the lengthy circuit in which to move from the back to the front of the pack. Win, lose or spend half your time in the crash barriers, you won't want to miss the replay of your race. The demo will reset after this but you are free to load it again as many times as you want.

›› THE CONTROLS
D-pad or Left Analogue stick Steering
⊗ Accelerate
△ Reverse
○ Hand brake
□ Brake
L1 Rear View (while pressed down)
L2 Change View (distant, close, on-bike)

MAMMOTH PLAYABLE DEMO OFFER!

RED FACTION

TO CELEBRATE the imminent release of *Red Faction*, THQ in conjunction with Electronics Boutique and GAME are giving *OPS2* readers the chance to get an exclusive and frankly massive playable demo featuring three separate gaming environments. All you need to do is present the voucher at any Electronics Boutique or GAME store and make a £5 deposit when you place your pre-order for *Red Faction* on PS2 and you will receive an exclusive playable demo disc. Play it into the ground, and when you finally pop back to buy your full copy of the game, simply bring the demo disc with you to the store and you'll get your fiver back.

THE GAME

Publisher: THQ/Game type: First person shooter/Demo type: Playable/Out:Now/Players: 1 (Full game1-2)

In the future, the massive Ultor mining corporation is luring workers to its Martian operation with the promise of generous financial rewards. In reality, Ultor is an oppressive boss that treats its workers like slaves and your character, Parker, finds himself leading a bloody rebellion. Boasting an engaging plot that raises it above the usual first person shooter fragfest, *Red Faction* is a rapid action game boasting unparalleled depth and detail. Environments are fully interactive, allowing you to blast exits in walls, ride abandoned vehicles and use passive objects in Parker's world to bring the fight to the evil Ultor.

Stage 1

Stage 2

Stage 3

THE DEMO

The playable demo has three stages, each one featuring a different gaming environment to have you busting heads, breaking the ice and getting up close and personal with a mechanised boss. Choose the control set-up of your choice from the Options Menu then simply select New Game to begin.

STAGE 1
The Last Stand First: Get behind a fixed cannon and take out the Ultor guards as they approach from all sides. You need to escape to the submarine dock pronto, but the exit's locked. What next?
Hint: The door looks solid, but how about the wall around it?
Best bit: Making an entrance.

STAGE 2
Sub Escape: Steal the submarine and take to the water. You need to make your way through the perilous, flooded caverns, be careful now. You're not alone down there and what you find could put you off seafood for life.
Hint: Stalactites make great cover.
Best bit: Saving the whale. Or not.

STAGE 3
Fire in the Hold: The armed guards are more numerous here. Pick you way through the cargo rooms without getting popped by security and you're doing well. But your employers have left a surprise for you in the last room. Enjoy!
Hint: Just keep moving.
Best bit: The final showdown.

PlayStation®2 OFFICIAL MAGAZINE-UK

EXCLUSIVE RED FACTION DEMO OFFER

Dear Mr Shopkeeper,
Please pre-order a copy of *Red Faction* for me and accept this voucher along with five of Her Majesty's sterling pounds as a deposit for a spankingly comprehensive three level demo of the game. When I purchase my full copy of *Red Faction* and on returning the demo disc to you, I understand that you will give me my five pound deposit back.
Ta.

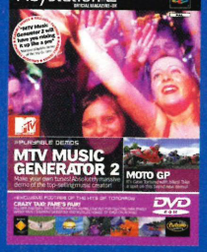
Name:

Address:

Contact Number:

READ THIS IMPORTANT BIT NOW!
1. The deposit is refundable ONLY on return of the demo disc, and not against the purchase of the full version of *Red Faction*.
2. This offer is exclusive to Electronics Boutique and GAME stores only across the UK and Ireland.
3. Offer only valid on redemption of this voucher which cannot be used in conjunction with any other voucher or offer.
4. This voucher is valid until 31 July, or while stocks last only.
5. This voucher is non-recoverable and not exchangeable for cash.
6. Only one voucher may be used per product.
7. Please present this voucher in store.
8. This offer does not effect your statutory rights.
9. For details on your nearest Electronics Boutique or GAME store, please call Talking Pages on 0800 600 900.

GAME
electronics boutique



»ON THE DVD

MORE DEMOS

Talk to us!

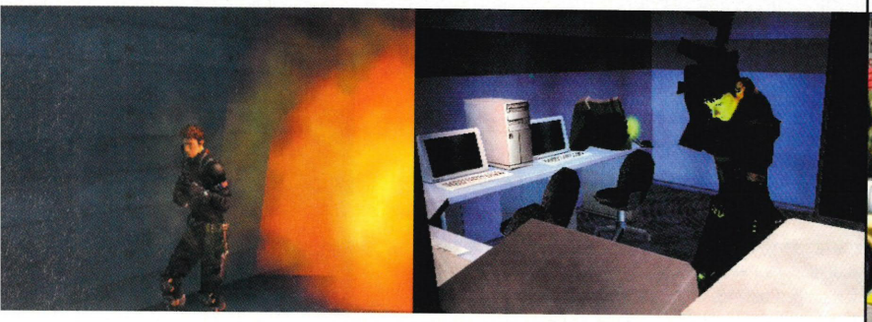
»Comments and queries about this cover disc should go to me, Cat, at PS2@futurenet.co.uk. Sorry, I can't answer your questions over the phone.

»If you have further problems with your disc pop the troublesome thing in an envelope and send it to the following address. We'll test it and, if faulty, send you a new CD. We're at *Official PlayStation 2 Magazine*, Disc Returns, Customer Services, Future Publishing, Carey Court, Bancombe Road Industrial Estate, Somerton, Somerset TA11 6TB
**Remember, though, this disc will only work on a PS2.*

video previews

You've read the previews now take a look at the games in action...

| PREVIEW ONE



EXTERMINATION

Publisher: SCEE/Game type: Panic horror
Demo type: Video preview/Out: Now/Players: 1

THE *RESI EVIL* SERIES may have opened up the creaking, blood stained door marked 'survival horror' for the gaming world, but now there's a new reason to mess your underwear lurking on the block and *Extermination* is its name. SCEE's Arctic shockathon is touted as the world's first 'panic horror' title, aiming as it does to keep the player on the permanent verge of a bad case of heeby-jeebies. And the ingredients for this? A team of stranded troops, a seemingly deserted frozen base, and a particularly anti-social genetic mutation. Lovely. You may want to keep the lights on, mind.

**Turn to page 110 for our full review*

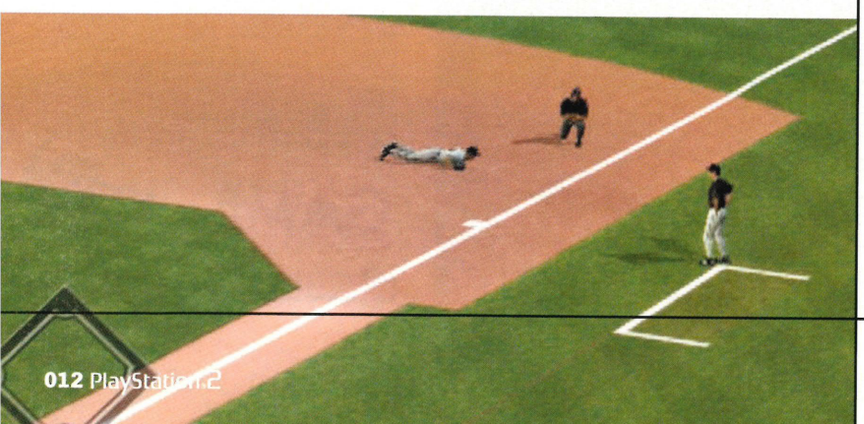
| PREVIEW TWO

ALL STAR BASEBALL 2002

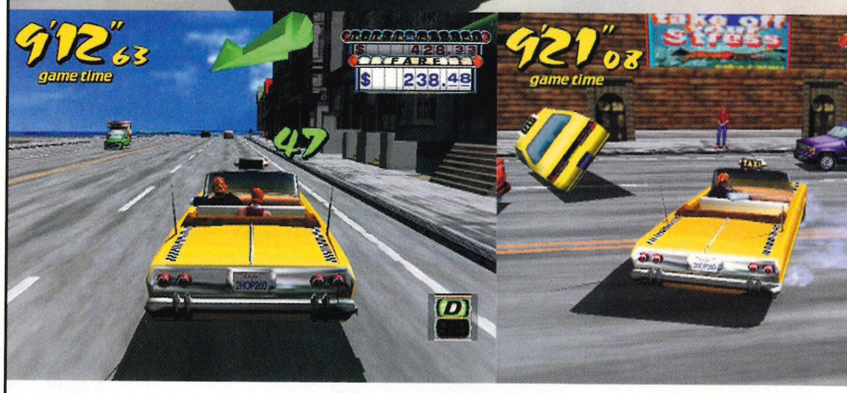
Publisher: Acclaim/Game type: Baseball/Demo type: Video preview
Out: Now/Players: 1-2

SO, THE INCREDIBLY detailed features of all those baseball superstars depicted here may be a tad wasted on us cricket loving, double-decker bus driving limeys, but one thing we do share with the colonies is an appreciation of stonking gameplay. Which means even if you don't know a mound from a nacho hat *All Star Baseball 2002* is well worth a gander. The full game welcomes rookies and pros alike and there is a mitt full of modes and licenced teams to take to the diamond. Have a look at this great demo and get an instant insight into a fine game and an American obsession.

**All Star Baseball 2002 was reviewed in issue #07*



| PREVIEW THREE



CRAZY TAXI

Publisher: Acclaim/Game type: Arcade racer/Demo type: Video preview
Out: Now/Players: 1

MAYBE YOU'VE BEEN a *Crazy Taxi* fan since way back in the day. Maybe you played it once in a seaside arcade but grabbed the Sony shilling and never thought you'd see it on your PS2. Either way you should pop this on, drop to your knees and give thanks for the first-born to come from Sony and Sega's inspired union. Starting from the first line of code up, Acclaim have made a pitch perfect re-creation of *Crazy Taxi*'s insane cab shenanigans. If this looks like ridiculous amounts of fun, it's selling itself short. Take a look.

**Crazy Taxi was reviewed in issue #07*

extra

Time for something a little bit special...

| VISUAL POEM

EMOTION 4: REPRISE

Courtesy of SCEE

LESS OF AN EMOTION, more of distillation of SCEE's three other promo poems *Reprise* showcases the PS2's sheer polygon pushing might by splicing together pivotal images from its games and setting them to an atmospheric soundtrack that will give you goose bumps in no time at all. A visual snog to PS2 owners everywhere.

| PREVIEW FOUR

WACKY RACES

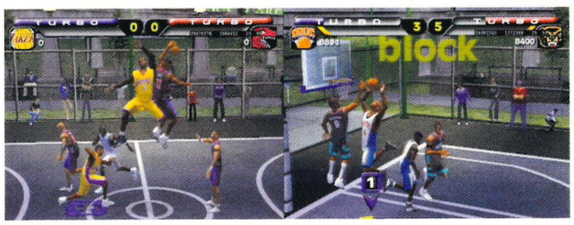
STARRING DASTARDLY AND MUTTLEY

Publisher: Infogrames/Game type: Kart racer
Demo type: Video preview/Out: June/Players: 1-4

DO NOT ADJUST the contrast on your TV. *Wacky Races* have come to PS2 and they've brought the entire visible spectrum with them. Bright, bold and cel shaded to within an inch of its life this game distils the original cartoon's lunatic action into every race. Whether you're a fan of the Ant Hill Mob, secretly covet Penelope Pitstop's Pink Compact or just want to snicker at the wheel of the Mean Machine this game gives you the chance to rewrite cartoon history at every turn with a little help from some superbly animated power-ups and the occasional short cut. *Wacky Races* is out in June, but you can get an eyeful of the mayhem here and now.

*Wacky Races *was previewed in issue #07*

| PREVIEW FIVE



NBA STREET

Publisher: EA Sports Big/Game type: Basketball
Demo type: Video preview/Out: June/Players: 1-2

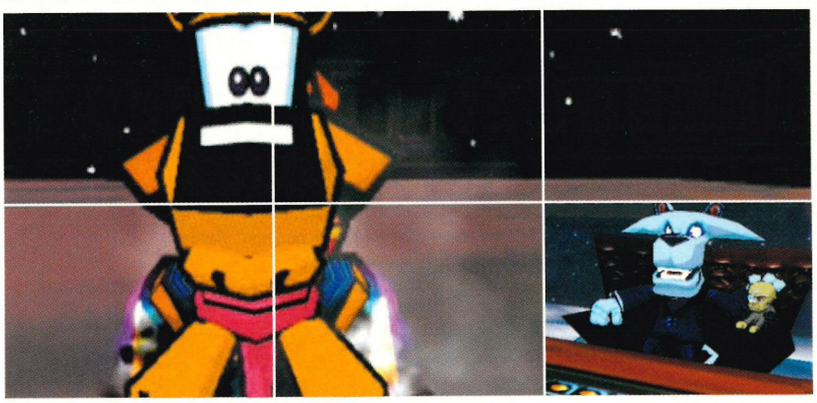
COMING FROM THE same collective of talented nutters that brought the world *SSX*, *NBA Street* takes a similarly eccentric line, memorising the b-ball basics then slam dunking the rest of the rules straight into the bin. As with its stablemates '*Street* makes tricks and showboating an integral part of the action rewarding fancy passes and bewildering footwork. Gone too are the polished arenas, replaced by seedy urban courts lined by an array of eccentric spectators. In fact, the only recognisable elements here are the players. It may be urban hoopery, but these courts boast the full monty of NBA stars from all the great teams.

*NBA Street *was previewed in issue #07*

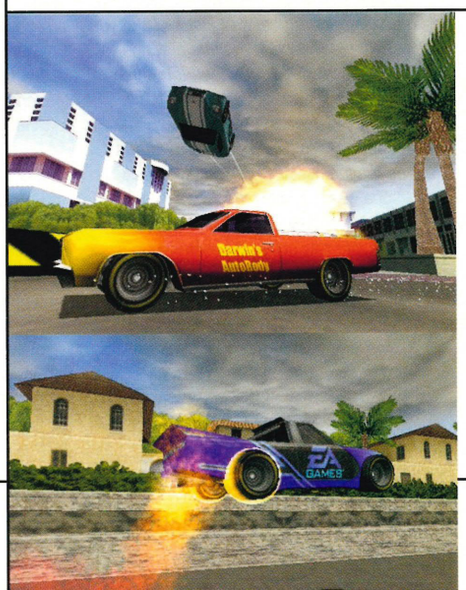
| PREVIEW SIX

FUR FIGHTERS

Publisher: Acclaim/Game type: 'Furred'-person shoot-'em-up/adventure
Demo type: Video preview/Out: Now/Players: 1-4



SEE THE FLUFFY CAT. See the cute little dog. See the fluffy cat and cute little dog wielding semi-automatic machine-pistols and riddling all and sundry with hot lead. *Fur Fighters* takes a half-dozen cute-as-a-button critters, arms them to the teeth and sets them loose in a cel shaded toon world, out to retrieve their kidnapped babies. It's a simple idea given a fur-lined kick in the nads by some great puzzles and a teleportation device that will have you playing all six characters as you make the most of their individual skills and strengths to rescue the little ones. The game is reviewed on page 108, but you can watch the fur fly right now.



| PREVIEW SEVEN

RUMBLE RACING

Publisher: EA/Game type: Arcade racer
Demo type: Video preview/Out: Now/Players: 1-2

In essence *SSX* with cars, *Rumble Racing* features no licences, no 'real world' tracks and the kind of muscle cars you're more likely to find hugging the kerb in South Central LA than exiting the pits at San Marino. And it's all the better for it. Riddled with time shaving short cuts and power-ups the tracks provide air time aplenty for the skilled driver. Perfect opportunities to perform speed shunting tricks, or even victory rolls as you scream past the finish line seconds before the straggling pack.

*Rumble Racing *is reviewed on page 116*

postal

Your replies, requests, responses and rants...

Winner of the StarLetter each issue gets an exclusive *Official PS2 Magazine* T-shirt. Sadly, anyone else printed gets nowt – except, of course, the rare honour that is seeing their name in print in this fine tome. Although we're working on something else. Honest. Send those lovely letters to: Mike Goldsmith c/o Postal, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email PS2@futurenet.co.uk. Get you writing now!

NO THANKS, JUST BROWSING

Thanks for a great mag. Now a little more on the PS2's broadband capabilities. The console has two USB ports which support both a keyboard and a mouse. There's also a HDD/Broadband modem on its way which will make the PS2 able to access the Internet at a tremendous bandwidth.

The only thing missing now is a browser. I would like to know whether Microsoft and Netscape will bring their long time browser wars to our pride and joy (we DEFINITELY don't want any of that) or will Sony develop its own as a standard for all consoles? If Microsoft and Netscape bring scaled down versions of their browsers to the PS2 platform, will this mean a beef up to the cross browser compatibility hell Web designers like me are currently going through?

Arthur Othieno, Geneva, Switzerland

Regular Web watchers will know that a fair few Japanese companies are beginning to roll out their own browsers – the USB port means the PS2 is already online compatible, never mind the high bandwidth promised by the HDD unit. At the moment, any third-party company could create a browser/modem package that would plug into the PS2's USB port and away onto the World Wide Web you would go.

The thing to remember is this is a PlayStation not a WorkStation. Inevitably, there will be email and Web browsing on PS2, but it's the actual content that's the important thing here – and just as importantly, that content has to be both easy to play and easy to download. See our Tony Hawk's 3 *feature to see how this could happen.*

Whether it's music, movies or just extra game levels and characters, OPS2's crystal ball expects online content to be distributed via user-friendly 'channels' – think Digital TV or a less anodyne version of AOL – rather than the PC hell of patch downloads, browser incompatibility and typing in incomprehensible URLs. The PlayStation 2 is a mainstream, user-friendly beast that lives under your telly, not in your back bedroom. Typing in www.ouch.my_fingers/~hurt.com doesn't exactly fit in with that.

ZONE OF THE ENDED

I rushed out last week and treated myself to a brand-spanking new copy of *Zone Of The Enders*. I got it home and was naturally impressed by the graphics, the concept and the gameplay. However, I was extremely unimpressed by the short time it took me to complete the game.

I had finished it in a few days, and if memory serves me correctly, the game told me that it had taken me six hours to get to the end. I felt deflated and a little cheated. I'd just given Johnny Retailer £39.99 of my hard earned English Pounds and it took me three days to finish the game. You don't have to be Carol Vorderman to see that is £13.33 per day of playing. When I got to the end, I thought that it was just the end of that world, and was waiting to be whisked off to another to do battle with more mechs. Instead that was it. The End.

The only good thing about the whole thing was the *MGS2* demo. I had a quick look at it and it seems to be superb. I'll eject my *ZOE* disc and banish it to my cupboard and concentrate on *MGS2* I think from now on.

Tony Savage, Gravesend

We touched on this in last issue's Postal, Tony, and it seems a lot of you are jarred off with shorter games. Without repeating ourselves too much, we'll just say that you can spend a good few hours playing the MGS2 *demo or rush through it in three minutes – it's not a race. Indeed, while editing* OPM, *this journo received a few complaints similar to yours saying that the original* Metal Gear Solid *for the PSone was too short.*

There's a few more ingredients to throw into this obviously contentious pot – a game's intent, vision, style and most importantly, replayability – but, whatever, at around forty quid a pop, it appears game length is currently key to buyers of PS2 games. What do you say – should we make a lot more of this in our reviews than we currently do or not? Let us know.

THE GAME THAT LIKE TO SAY 'NON'

I live in the French-speaking part of Switzerland (and jolly nice it is too). One of the joys of my PS2 is that I can buy games here, but choose to play them in English. That's the beauty of the whole PAL thing. My brand new copy of *Star Wars: Starfighter*, however, only plays in French. That's not so terrible when getting started, but it's a real pain in the Jar-Jars when trying to pick up what's going on in the heat of battle. It's clear my fellow fighters are calling out wise words of Gallic advice, but for all I know they may as well be reading out a recipe for onion soup.

I contacted Ubi Soft, who distribute the French version of the game. As this is the only PS2 game available in just one language, and as there is nothing whatsoever on the packaging to explain that the game is only in French, I suggested that they should find me an English copy instead. After some delay, they have replied with a firm 'non'.

Is there any good reason why LucasArts and Ubi Soft have produced single-language versions of *Starfighter*? Will other games follow this unhelpful lead? Won't anyone allow me to exchange my French version of this great-looking game for an English one?

Garreth Hayes, Switzerland

Sorry to hear of your troubles, young Swiss-based Jedi. We put your missive to the European office of Ubi Soft. Here's their reasoning, "There are many of these monolingual titles and nowhere on the game was it stated that this was a bilingual game. LucasArts obviously decided to do one language per disk. Some games are multilingual some not." The long and short of it? It is indeed a right pain in the Jar-Jars but, thanks to Activision (the UK publisher of the game) we've nabbed you a English PAL version of Starfighter. *Send us your address and we'll send it over in less than twelve parscecs. And yes, that's spelt right.*

JUST PLAY NICELY, BOYS

Enough is enough. Why don't Sony admit Nintendo make good games and vice-versa. If you look in a Nintendo mag then what do you see? People constantly mouthing off about Sony and their games.

What are they going on about? Sony make excellent top quality games. That's why so many PlayStation 2's have been sold. Who can say that games like *Tekken Tag Tournament* are crap? The N64 doesn't even have a decent fighting game to shake a controller at. But what it lacks in fighting games it more than makes up for in platformers. No matter what anyone says, the N64 will always have better platformers. For example *Banjo-Kazooie, Mario 64* and *Donkey Kong*. In short, both companies make very high quality games and they should stop being so childish and admit that the other is good.

Gary, via email

A fair point, Gary, but it's more of a case of certain magazines 'mouthing off' rather than the companies themselves. People invest in their consoles because they think that the range of games available will be the suitable one for them. Yes, N64 owners get Mario *exclusively but PS2 boosters get* Gran Turismo. *You pays your money, you makes your choice but here's a few things to consider. First, the people behind the N64's superb* Goldeneye *moved to PS2 to create* TimeSplitters *and, as we announce exclusively this issue, an even more promising sequel (see page 43). Secondly, Sega's recent announcements means that* Sonic *will be PS2-bound – something unthinkable a few months back. Lastly, platform fans should keep an eye out for Sony's codenamed* Project Y, *a platfomer created by them talented people behind* Crash Bandicoot, *Naughty Dog. See page 45 for some early rumours and next issue's DVD for a whole, whole lot more...*

TO BE THIS CRAP TAKES SEGA?

First of all, congratulations on the great magazine. I have been a loyal reader since issue #01. However, I was concerned about an article in issue #06 about Dreamcast games being launched on PS2.

My view is that the reason why the Dreamcast is ceasing production is because the standard of games on the console was poor. At this moment in time there are few particularly good games on the PS2. So why is Sony letting Sega produce games for their console. Okay, *Crazy Taxi* may be a decent enough game, but nearly every other Dreamcast game is nowhere near the standard that Sony should be looking for. This is only my view, but many others share my opinion.

Stadidas, Hampshire

Not wanting to sound churlish here, Staddo, but it's only a game. All Sega's recent announcement means is that there'll be an influx of games for PS2 that we wouldn't have previously been able to

POSTAL – EXTRA

Byte-sized chunks from the *OPS2* digital postbag.

Stephen Doherty from Northern Ireland was the first of (too) many to send *OPS2* the now infamous, "Put your religion down as Jedi on your census form" email. Luckily you didn't go into our black books because it was still entertaining at this point. To the rest – be more original... **Sinitta** would like to know if we will be able to buy a PlayStation 2 dancing game in the UK? Well yes. Not a Konami one as yet but see page 120 for a review of *Walt Disney's Jungle Book Groove Party* which involves flailing around on a mat in an attempt to imitate a dancing animal on screen. We'd be playing it now if someone hadn't knacked our mat... **Tim Foulkes** wins the pedant of the month award for this little gem, "You have coloured your *OPS2*ometer from blue at the top, right down to red at the bottom. Then sensibly stick the good stuff at the top and the crapola at the other end. Thermometers indicate higher temperatures at the top and vice versa. Except for one small detail, the top of your illustration is coloured blue. Perhaps we could consider a change of colour scheme to see if a better representation can be achieved? Rosso red to scarlet red perhaps..." And to **All The People** desperate for a demo of *Winning Eleven 5*... It's only in Japanese form at present and has to go through a world of changes before it is ready for UK consumption. Something to do with Arsenal being known as London at present, and Man Utd simply as Manchester. Take our word for it – it'll be well worth the wait.

play. See, unlike Dreamcast, these arcade-friendly titles won't be the predominant species on PS2. If you don't like Sega-style games, then don't buy them – there's plenty of different genres to choose from and always will be. It's this range of gameplay that made PSone what it is and will do the same for PS2. Understand your quest for PS2 perfection, Stadidas, but wethinks your bile would be better directed elsewhere. Here's a clue: two words – Men and Army.

MEN SWEAR

First of all let me congratulate you on your wicked PS2 mag, especially the introduction of a DVD cover disc. I am what you could call an obsessed gamer. I have had every games machine/personal computer released since the beginning of time – I am 26 – and it was not until the release of the PSone that my true obsession really began (well, the kind of obsession that people start talking about). In fact, every other conversation I have is about bloody PlayStation games.

I do not support the pirate community (but I do acquire import backups in order to play them before anyone else does) but the funny thing is I only acquire these illegal backups in order to get one up on yourselves. Most of the games get played only once unless they are something new and special to the genre (not often).

Anyway to cut a long story short, I am a graduate of IT that has no interest in anything that the world has to offer and I was wondering if you could give me any pointers in the right direction in order to satisfy my gaming obsession. How would I go about becoming a 'bastard' that criticises the work of game developers?
John Jacks, via email

You sound a dedicated gent, Mr Jacks, and even the use of the word 'bastard' to describe those who pass judgement on games cannot sully our respect for a man who has, 'Every games machine/personal computer released since the beginning of time'. Here's a few thoughts:
(i) Playing imports will not get you 'one up' on us. We have played every game ever plus the ones not even thought of yet. Like Tanzplagan SupaKrypt Killa. *That hard.*
(ii) Not sure what you mean by 'bastard'. If it's a games tester, get in touch with individual publishers – see our DataBase list in EndGame. If it's a games journo, write to the address at the front of the mag.
(ii) "Every games machine since the beginning of time"? Even the Phillips Videopac G-7000? Anyone for a game of Cosmic Conflict? *Or* Quest For The Rings? *Bring you on.*

"YOU TREAT ME LIKE A FORMAT..."

A couple of things I have come up against in our ever-friendly corporate world. I'm currently working in Batam, Indonesia. I bought a duty free PlayStation 2 in Perth, Australia in December 2000. When I arrived in Batam in January it did not work. I contacted the duty free store and they informed me that PS2's purchased in Australia would only work in Australia because they are zoned, like DVDs.

I contacted SCE via email and they said, "Unfortunately, we do not recommend you use the PS2 outside of the country that you purchased it from. There are issues with the differing voltages, which could damage your PS2. Also the TV format varies between countries."

I returned to Australia two months later, plugged in the PS2 and it didn't work there either. So I returned it, grabbed another and it worked in Oz. So I took it to Batam and it worked there too. Very odd?

In Australia, Asia and around these parts you can buy VCDs. These are Video CDs and look like a DVD. I have bought a number of them in Singapore cheaper than videos and a bigger range of titles. VCDs play on most DVD players, the exception it seems are the cheaper brands and as I found out my PS2.

I emailed SCE – here's the response, "The PS2 is formatted to play DVDs only, which explains why your VCDs will not work in the console. We do suggest that you do not make any alterations to the console, as this will void your warranty." I'm on the lookout for a cheap VCD player and some straight talk...
David Moran, Batam Island

Techy letter, techy response. Well David, it's certainly true that using a PS2 bought in a different country somewhere else could damage the console. To use a Japanese PS2 in the UK, for example, a stepdown transformer is required. You may have irreparably damaged the PS2 by using it in Batam hence it wouldn't work in Oz either. As to your VCD query, the PS2 was never intended to play VCDs, plus they aren't as good quality as DVD anyway. In a sentence? Read the bumf, ask around, get a receipt and be careful.

GET ON YOUR BIKE

Firstly, let me congratulate you on a superb magazine. Secondly, I really must say a few words in defence of the *Moto GP* knockers. Since sampling your demo disc, I felt that I had to get it. After spending years racing the real thing, I really get a buzz from doing it again, with the PS2. The game is so real and apart from not being able to steer as such (having to rely on the lean of the bike) to get round corners, it is a superb game that it is underrated. To date, I have worked my way to one World Championship win in Hard mode.

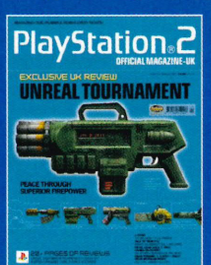
By the way, am I the oldest PS2 user at the age of 59 or, are there any older users out there?
Dave Taylor, via email

Glad you dig the GP, *Mr T – as this issue's brand-new demo shows, it truly is an underrated beast. And as for being the oldest PS2 user? Well, you're only as old as the console you play but in time honoured tradition, let's open it up. Any other PS2 grey panthers out there?* □

To be eligible for the StarLetter prize, remember to include your full name and address. *OPS2* reserves the right to edit letters for clarity and style.

back issues

Want to get your hands on the issues people are discussing in Postal? Come raid our warehouse for issues you've missed. All issues feature playable demo discs.



FOUR: Exclusive UK review of *Unreal Tournament* plus *Silent Hill 2*, Mikami on *Resi 4*, *Tomb Raider* movie and *Moto GP* on the disc.

FIVE Exclusive look at *The Getaway*, reviews of *Oni* and *Knockout Kings 2001*, plus a playable demo of *GT3: A-spec.*

SIX: Exclusive UK review of *Star Wars: Starfighter*, a huge playable *ZOE* demo on the disc, Sega on PS2 and *Onimusha* previewed.

SEVEN: World exclusive *Crazy Taxi* review, playable demo of *Star Wars: Starfighter*, *Herdy Gerdy* feature and *Fur Fighters* preview.

To order back issues of *OPS2*, write to *Official PlayStation 2* Back Issues, Future Publishing, Cary Court, Somerton, Somerset, TA11 6TB, or call 01458 271184. Back issues are priced £5.99 (UK), £6.99 (Europe) and £7.99 (Rest of the World). Supplies limited.

PREVIEW CONTENTS

16 **Gran Turismo 3: A-spec**
All the latest tracks in the current build of this genre-defining racer revealed.

20 **Crash Bandicoot**
PSone's returning hero gets a gentle spit and polish for his first PS2 outing.

22 **Extreme-G 3**
Gorgeous-looking super fast turbo sci-fi bike action with tortuous corkscrew tracks.

24 **Le Mans 24 Hours**
Every insomniac's and engine trasher's favourite super-car racer comes to PS2.

26 **Escape From Monkey Island**
Ghost pirates, monkeys and a brilliant plot fuse together in Activision's PC classic.

28 **Baldur's Gate**
Interplay's super smart RPG might well give *Summoner* a run for its money.

30 **Conflict Zone**
Imagine *Command & Conquer* with a genius IQ and fierce enemy AI.

32 **Bloody Roar 3**
Transmogrification-fixated battler, but is it a dog or a bit of an animal?

Expect final code to include some top secret new tracks.

WORDS: JOÃO DINIZ-SANCHES

GRAN TURISMO 3: A-SPEC

Near finished code four-wheel-drifts into the office. The smoke clears, cordite clouds taste metallic. The wait is almost over...

Publisher: SCEE
Developer: Polyphony Digital
Players: 1-4 (6 with i-link)
Release: 6 July

Waiting for the latest *Gran Turismo* game to make it onto the shelves is something aficionados of the series will know only too well. While the original suffered a slew of mild delays (relatively speaking), its sequel went through a torturous series of revised release dates before finally allowing the public the chance to burn rubber in early 2000.

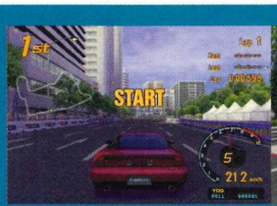
But even by *GT* standards, *GT3* is rather late. Originally planned to make the PS2's Japanese launch (4 March 2000), the handbrake of development would retain its vice-like grip on the rear discs until over a year later (at the time of writing, Sony's domestic PS2 devotees can expect *A-spec* to be frantically spinning in their black plastic disc tray on 28 April).

Still, after a few false starts, this is the first time SCEE has allowed anything more than just one or two track demos to come out of its offices and if the near finished version we've had our driving gloved hands on is anything to go on, *GT3*'s engine finally looks as though it's running in suitably hyper-tuned manner. Load it up and after a few seconds a familiar menu pops up (an intro sequence is currently missing), while in addition to the Arcade or Gran Turismo selections, you won't be shocked to learn that options is also an option. Typically, here you get to tinker with the usual control issues (including calibration for the optional – though highly recommended – force feedback wheel), two player settings, and various aural configurations (the disc's track listings include the work of Feeder, Ash, Muse and *GT* fan Lenny Kravitz, among others). But widescreen TV owners should go straight to screen set up where they'll find an anamorphic 16:9 version of the polygonal action. You will not regret it.

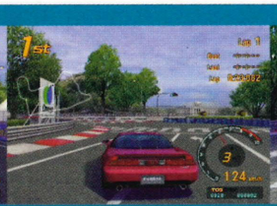
Apologies to the 4:3 community for the above digression, the importance of which you will not truly appreciate until you've played *GT3* in all of its rectangular glory. Let's instead focus on what everyone can enjoy, regardless of the aspect

TOKYO TOURING

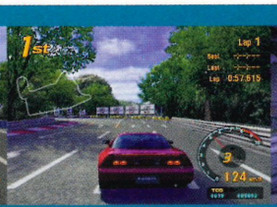
Tokyo 246 – A fast circuit set right in the heart of Tokyo.



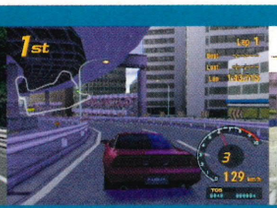
1. You start just a little down from the SCEI building on a long straight. Follow it until the first turn, an unforgiving 90 degree right hander, and it widens out, so slam your foot down as you leave.



2. A shorter straight follows, before a left-right chicane with another easy exit. Next a very gentle 180 degree right hand turn, a perfect opportunity for you to push out the back end all of the way.

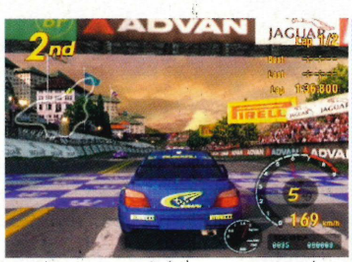


3. You'll then rapidly come across a gentle 90 degree left hander, followed by a short straight and a sweeping right-left S (taken flat out). Next comes a tricky very wide double apex right hander.

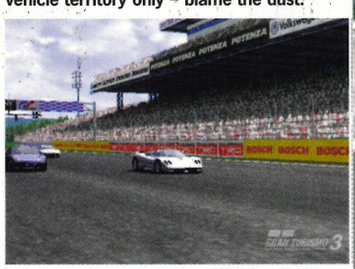


4. Immediately it's into an open left hand kink, the road narrows and sweeps left underneath an overpass – again this is tricky, it's easy to fly into the wall if your speed isn't correctly adjusted.

5. Finally, a sneaky right hand hairpin will test your braking before coming back up to the start/finish straight. Fancy another circuit? Of course you do. It's a question of technical driving with spurts of foot to the floor action.



Rallying sections continue to be two vehicle territory only – blame the dust.



The reduced number of models has just removed the ice cream van element.

Grand Valley returns – the enlightened among you will have done 60 laps of this.

//Widescreen owners should edit options for a gorgeous anamorphic 16:9 perspective//

ratio of their cathode ray tube. This being preview code, there are significant sections missing from the current, yet almost final version. For instance, the GT mode is rather restricted, with only the B racing permit open from the six available in the license centre (which, incidentally, now benefits from a more visual presentation, with an outline of the task awaiting your driving genius). Still, there's plenty more to come.

UNDER THE HOOD

Similarly, only the first section of the racing series is selectable. The other four remain a mystery, but if the first is any indication be prepared for some serious time investment. For instance, there are 19 race meetings in the first option alone – the usual Sunday and Clubman Cups, FF/FR/MR/4WD/NA/Turbo categories and several one-make series – but notably absent are any endurance races or rally events. Also seemingly missing are the horsepower limits for each of the events, implemented in *GT2* as a way of making it harder for people to cheat by entering races with vastly overpowered machinery, though this may still make it to the final version. And of course, who knows what else the Polyphony mechanics have come up with in the tweaking time they've had since *GT2*?

Back on the main GT 'map' there's the necessary car dealer section (with an international selection spanning six nations – see *OPS2* issue #04 for models listing), the expected machine test option (where you can max out your car's speed, or time it on the 0-400 and 0-1000 metre runs), and a GT Auto selection. Continuing the elements found in previous *Gran Turismos*, the latter includes a car wash and an alloy shop (this time you appear to be able to keep a selection of wheels once you've bought them), but intriguingly, it also offers a car maintenance program which may well have some connection with the fact that an odometer has now been built into the game's vehicles. This is a relatively simple way to include an element with some genuinely positive gameplay implications though frustratingly, the majority of driving game manufacturers have traditionally ignored it. Now that its inclusion appears certain in *GT3*, perhaps a trend for mileage counters will ensue?

But we're digressing again. Come out of GT mode and into the Arcade game to find things a little less restrictive. Here, 18 courses are currently available – though this includes a second version of SS Route 5 under wet conditions – the rain-soaked track has been beautifully recreated, with utterly convincing spray effects masterfully implemented, even if the lack of dynamic weather is now beginning to look at odds with the rest of the videogame racing field. Odd, too, is the continuing lack of damage (a topic on which producer Kazunori Yamauchi remains circumspect) particularly as every aspect of the game now looks remarkably realistic.

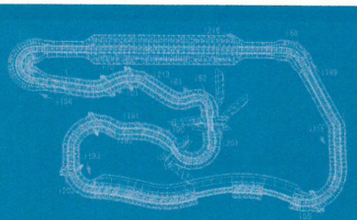
Although hoping to include a damage feature someday, Yamauchi speculates that "In a car crash, the car should burst into flames on the spot. In a collision, it should probably roll over. Of course in a realistic title, the game would be over at this point." And the new look more than lives up to his earlier confidence. "We have finally managed to obtained the realism and 'easy to drive' feel which people experience while driving a real car," he confided to *OPS2* recently.

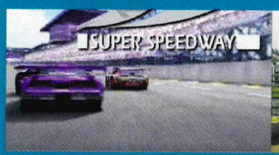
A further revelation at this stage is that only two cars are allowed to race on the damp SS Route 5 circuit at any one time, indicating that a substantial amount of the PS2's processing power is being sucked into rendering some puddles and water sprays. It's food for thought.

And so on to the other tracks. With the exception of Tokyo R246, set in Tokyo's Akasaka district where the SCEI building is located (yes, you get to see it as you scream past), all of the other tracks have made previous appearances. Yet the graphical enhancement is such that you'll initially find some of them had to recognise (SCEE has confirmed that the visual side of *GT3* is now finished). Marvel as you undertake your first nightime blast in between the lit trees lining either side of SS Route 11, soak

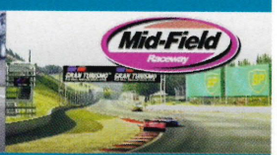
TRACK LISTING

All those 18 circuits explored including several from the *GT* back catalogue.

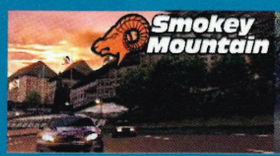




Super Speedway: Fast oval action from *GT2*, now much improved.



Mid-Field Raceway: Also from *GT2*, exciting, if a little technical in places.



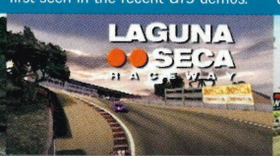
Smokey Mountain: Fast and dirty rallying skill-testing course from *GT2*.

Swiss Alps: A new rally course first seen in the recent *GT3* demos.

Trial Mountain: A *GT* classic, demanding for good lap times.

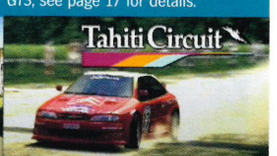
Tokyo 246: Another new one for *GT3*, see page 17 for details.

Grand Valley Speedway: Another familiar *GT* face. A gorgeous track.



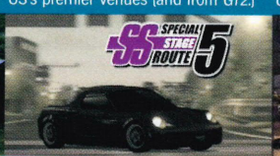
Laguna Seca Raceway: One of the US's premier venues (and from *GT2*.)

Rome Circuit: This city circuit from *GT2* demands to be driven flat out.

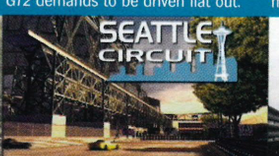


Tahiti Circuit: Off-road *GT2* version, more open than the Tahiti Maze.

Deep Forest Raceway: *GT1/2* veteran – scenic, trees, devilish bends.

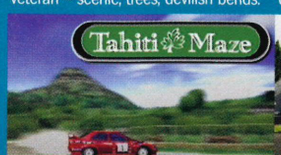


Special Stage Route 5: Easy going *GT1/2* Tokyo Highway-based circuit.

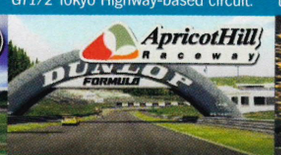


Seattle Circuit: Elevation-enhanced updated version of *GT2* street circuit.

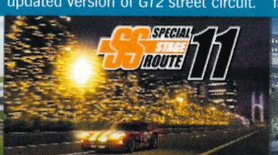
Test course: A bland oval, but with far wider bends than in *GT1/2*.



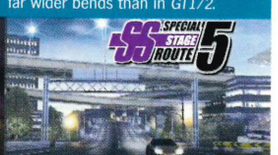
Tahiti Maze: An army of hairpins and switchbacks. Technical driving.



Apricot Hill Raceway: Fun circuit with the occasional sneaky corner.

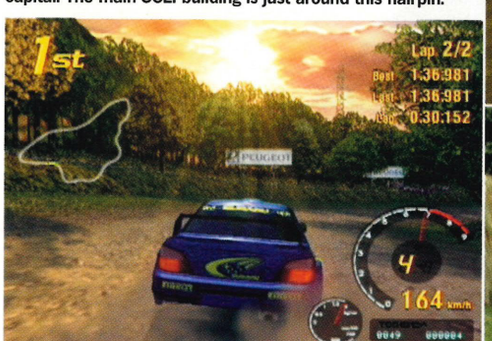


Special Stage Route 11: Returns from *GT*, lovely when you get it right.

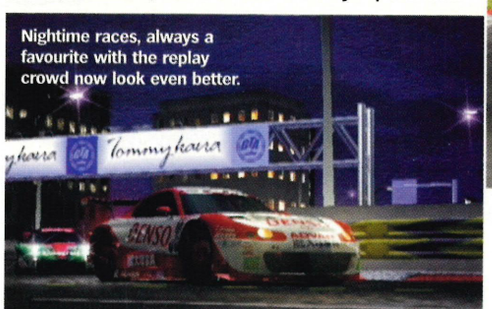


Special Stage Route 5: The wet version of Route 5. Slippery stuff.

The new Tokyo track is based right in the middle of Japan's capital. The main SCEI building is just around this hairpin.



The lovely sun glare effect first seen on the Seattle track pops up elsewhere, too. It is rather delicately implemented.



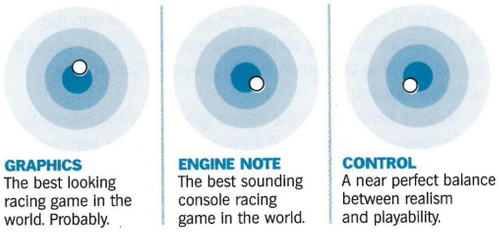
up the evening solar rays at Laguna Seca, or do the same at Smokey Mountain, only this time try not to miss the scenery by getting caught up in the formidable dirt trail thrown up by your opponent's deep-grooved rally tyres.

Control wise, there are no real surprises. The improved frame rate (60fps as opposed to 30fps), has significantly altered the proceedings – you'll still find it wonderfully familiar, of course, but the feedback you get is not only more immediate, but more comprehensive, too. As such, throwing your car towards the nearest apex feels a lot more intuitive, and understeer appears less apparent than on previous versions. Better still, try it with the force feedback wheel and a whole new GT chapter is opened – you won't have felt so involved with a polygonal vehicle before, certainly not on a console.

Agreed, on current form things don't appear so far removed from its predecessors. Graphical improvements aside, it is still *Gran Turismo*, after all. However, as a racing game the GT franchise has yet to be bettered – those already familiar with either *GT1* or *2* are still likely to find it absurdly difficult to stay away. As for everyone else? God help them. □

ON TARGET? GRAN TURISMO 3: A-SPEC

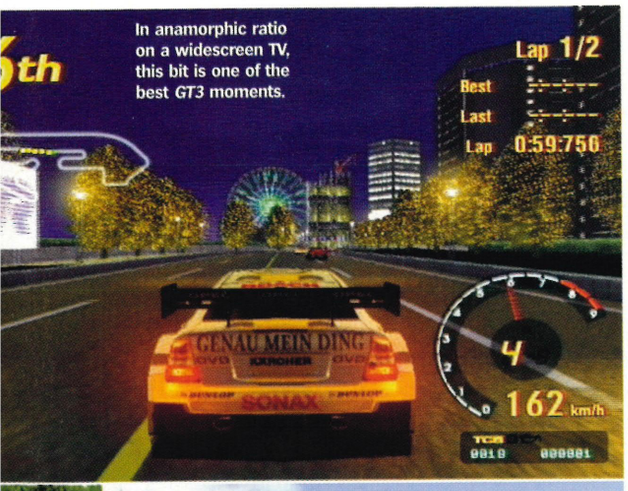
With even more goodness still to be crammed in, *A-spec* is shaping up to elevate the racing genre to a whole new plane.



GRAPHICS
The best looking racing game in the world. Probably.

ENGINE NOTE
The best sounding console racing game in the world.

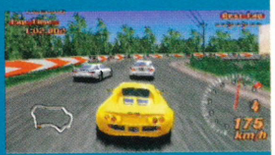
CONTROL
A near perfect balance between realism and playability.



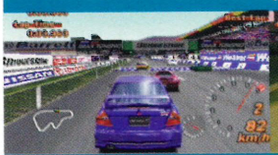
Oops, slightly out of shape coming into this chicane...

MISSING LINKS

Previous *GT* circuits currently missing from the latest build of *GT3*. Will they make it to the final version? Place your bets.

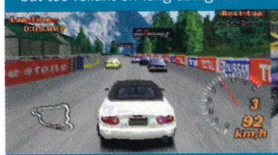


Tahiti Road: Not the most exciting track, but fast with the right car.



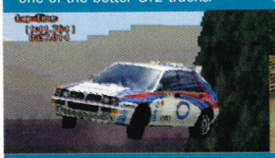
High Speed Ring: Another classic, but too reliant on long straights.

Red Rock Valley: A lively effort from *GT2* complete with banked corners.



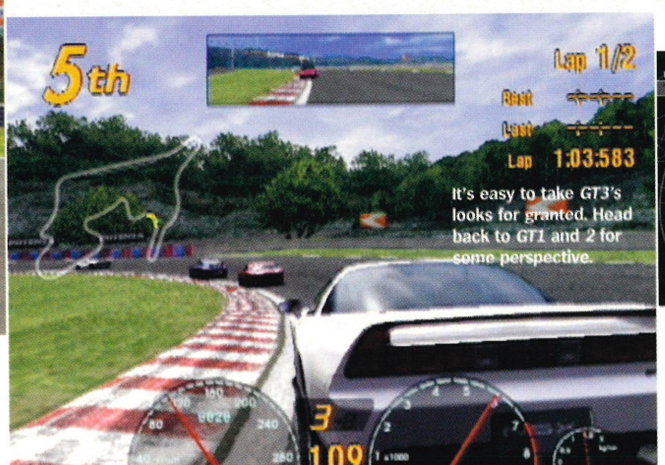
Grindelwald: Alps-themed and one of the better *GT2* tracks.

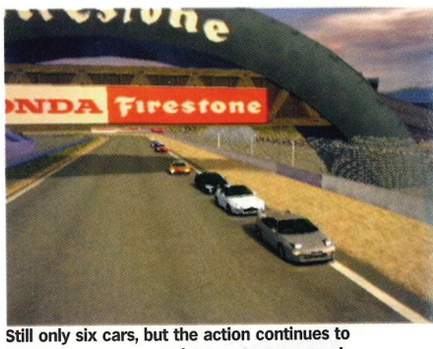
Autumn Ring: Offered some lovely curves once properly opened out.



Green Forest: *GT2* Rally-er, a hot fave given *GT3*'s lack of rally tracks.

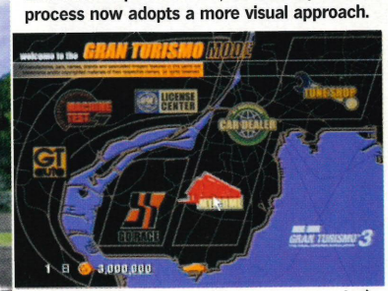
Pike's Peak: Another rally-er. Great in either downhill or uphill mode.





Still only six cars, but the action continues to be as close as ever. Unless you're very good.

Like other aspects of *GT3*, the tune up process now adopts a more visual approach.



There is a 'day' counter (one race = one day). Its implications remain unclear at this stage.

CRASH BANDICOOT: THE WRATH OF CORTEX

WORDS: STEVE MERRETT

"I'm/Spinning around," trilled Mrs Kylie, a small fluffy Antipodean. Which brings us nicely to a returning hero from PSone...

Publisher: Havas/Universal
Developer: Traveller's Tales
Players: 1
Release: June/July

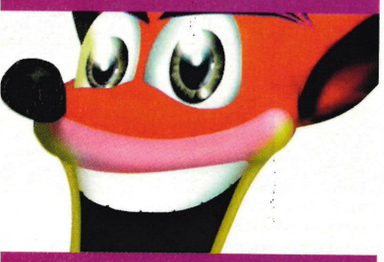
Every console has a cute mascot. Nintendo has Mario the Italian plumber, Sega has (had?) Sonic the Hedgehog, while for the PSone, Sony's came in the form of a ginger variant of Warner Bros' Tasmanian Devil: Crash Bandicoot. Well, kind of. Despite running, jumping and spinning his way through three best-selling platform games, a racing game and a compilation of parlour games on PSone, Crash Bandicoot still lacks the recognition of his counterparts. This can partly be laid at the feet of a CV that is way too similar to Mario's (also the star of three platform games, a racing game and, um, a compilation of parlour games) but it's also down to the fact that while Crash has been a PSone mascot for Japan and the US, here in Europe, Europe's PlayStation mascot was a mixture of Lara, *Metal Gear Solid*, *WipEout* (and it's soundtrack), SCEE's sponsorship of the Champions League and *Gran Turismo*. Basically, Europe preferred PlayStation culture to an orange spinny marsupial.

Nevertheless, the three PSone *Crash Bandicoot* platform games still rank as some of the most entertaining to grace the ageing system and Universal has deemed the time right to bring *Crash*'s unique mix of fast-paced platform and collection action to PlayStation 2 – albeit in a vastly enhanced form. Out go *Crash*'s Californian creator, Naughty Dog, who has left for pastures new (see next issue for the exclusive on *Project Y*) leaving Knutsford's Traveller's Tales to slide into the hot seat. Thankfully, it seems the franchise is in safe hands with the Cheshire team enjoying an enviable reputation for 3D platform games following titles such as *Toy Story* and *Sonic* 3D for assorted formats.

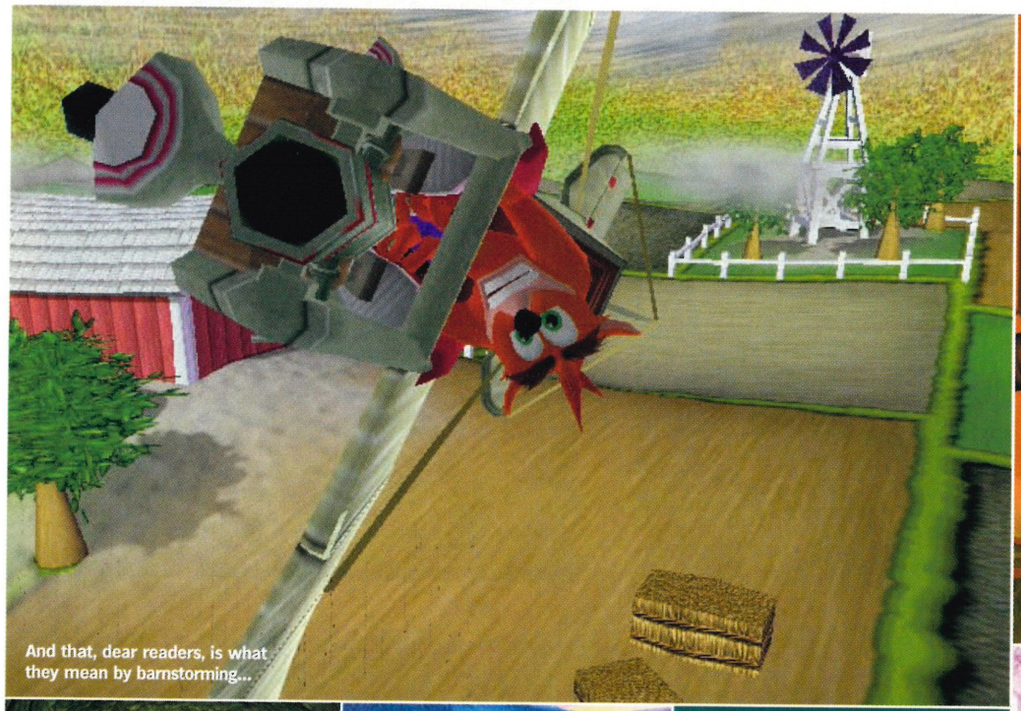
Anyone familiar with the PSone games will find themselves immediately at home with *The Wrath Of Cortex*. As with past instalments, the game is split into a succession of linear stages, within which Crash runs, hurtles over hazards, and uses his spinning attack to smash open crates for bonus items or to

TRAVELLER'S TALES

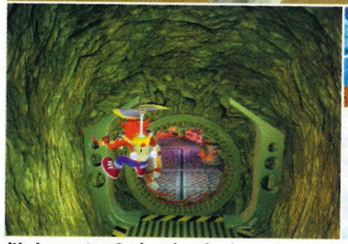
The developer's back catalogue.



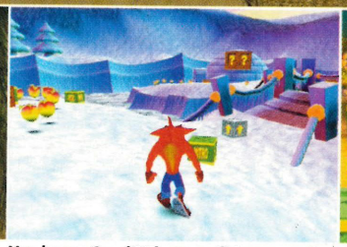
- ☐ **FOUNDED:** 1989
- ☐ **LEANDER** (1990) PSYGNOSIS: Amiga, Atari ST, MegaDrive
- ☐ **DRACULA** (1992) PSYGNOSIS: MegaDrive, Super NES
- ☐ **PUGGSY** (1993) PSYGNOSIS: MegaDrive, Mega-CD, Super NES, Amiga
- ☐ **MICKEY MANIA** (1994) SCEE/PSYGNOSIS: MegaDrive, Mega-CD, Super NES, PSone
- ☐ **TOY STORY** (1995) DISNEY: MegaDrive, Super NES
- ☐ **SONIC 3D** (1996) SEGA: MegaDrive, Saturn, PC
- ☐ **SONIC R** (1997) SEGA: Saturn, PC
- ☐ **RASCAL** (1998), PSYGNOSIS: PSone
- ☐ **A BUG'S LIFE** (1998) SCEE: PSone, PC, N64
- ☐ **TOY STORY 2** (1999) ACTIVISION: PSone, PC, N64, Dreamcast
- ☐ **MUPPET RACEMANIA** (1999) SCEE: PSone
- ☐ **BUZZ LIGHTYEAR OF STAR COMMAND** (2000) ACTIVISION: PSone, PC, Dreamcast, GameBoy Color
- ☐ **TOY STORY RACER** (2001) ACTIVISION: PSone
- ☐ **CRASH BANDICOOT: WRATH OF CORTEX** (2001) HAVAS/UNIVERSAL: PlayStation 2



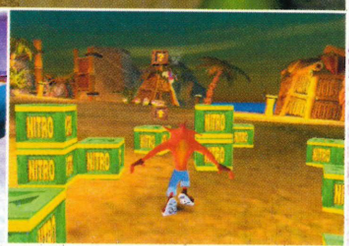
And that, dear readers, is what they mean by barnstorming...



It's Inspector Gadget but furrier... Crash dons his new heli-pack.



You know *Crash*? Then you'll know what those crates are there for.



The all-new tiptoe mode in action. One false move and you're history.

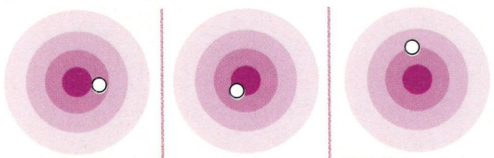
knock out bad guys. The emphasis has been centred firmly on speed and variety and levels will further include jumping, pursuit elements and transport-based sections.

Wrath of Cortex is *Crash Bandicoot* on a grander scale than ever before. Everything from the level environments to Crash himself has undergone an overhaul, while the camera work is flawless as it trails the fast-moving marsupial. Traveller's Tales has also stamped its authority on the franchise, adding a new 'tiptoe' move to Crash's repertoire and a handful of exploration elements padding out the linear levels via hidden stages.

Some 16 months into the project, Traveller's Tales' interpretation of the *Crash Bandicoot* series is already showing promise. The variety and speed that made the originals so popular gives the game incredible immediacy, and the unpredictable level content makes a welcome change from the many over-serious PlayStation 2 titles around. With so few platform games currently available for the machine, *Crash Bandicoot: The Wrath of Cortex* could be the game that finally gives the cheeky ginger fella the recognition he deserves – and some would say it's about time. □

ON TARGET? CRASH BANDICOOT: THE WRATH OF CORTEX

More of a gentle spit and polish than a reworking, but the variety and playability of the original is ever present. And that's what counts.

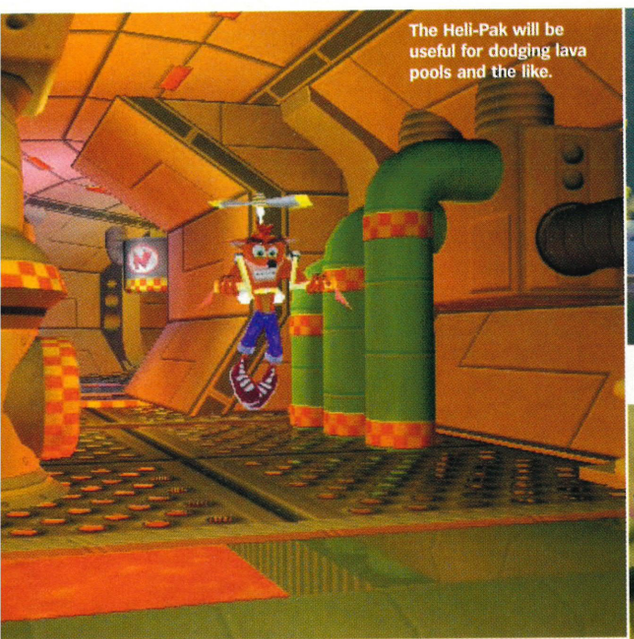


VARIETY
Driving bits, platform bits and a succession of jaunty game maps.

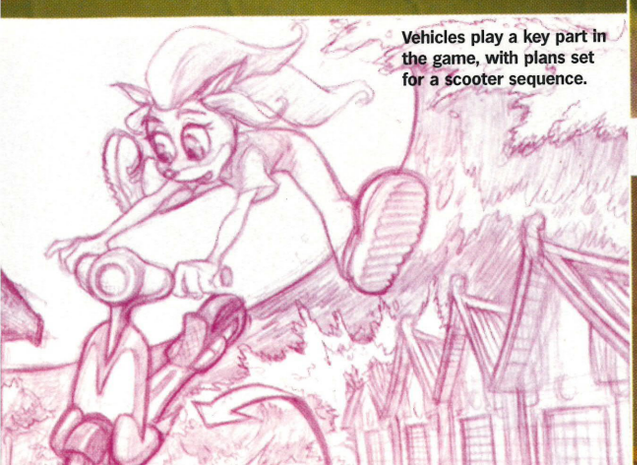
CONTROLS
A renewed emphasis on pure speed will require quick reflexes.

MASCOT
It didn't work out for Crash on PSone, can it work now?

Different vehicles boast varied properties. The jeep is handy for leaping gaps in the fiery cave system.



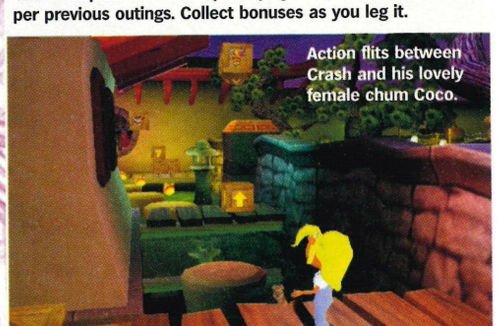
The Heli-Pak will be useful for dodging lava pools and the like.



Vehicles play a key part in the game, with plans set for a scooter sequence.

"Get away from her, YOU BITCH!" Mr Crash comes over all Ripley. You know what we mean.

Chase sequences will keep the player on his or her toes as per previous outings. Collect bonuses as you leg it.



Action flits between Crash and his lovely female chum Coco.

Q&A

BANDYING WORDS AROUND

Traveller's Tales' Project Leader Arthur Parsons vents forth on *Crash Bandicoot: The Wrath Of Cortex*..

How many stages will there be in the final game?
The final game will have in excess of 30 levels. These will consist of five separate hubs that are divided into four levels and one themed research base. Each hub will also have a themed boss level. There will also be extra levels accessible through hidden entrances and special gameplay.

Are the levels themed?
The game has a strong Element theme to it meaning each of the hubs has a theme like Earth, Wind, Water and Fire. On top of this we have taken many other settings that have not previously appeared in any of the *Crash* titles to ensure that players have an all-new gaming experience.

How big are the levels?
That depends entirely on which one it is. In *Crash 3* there were levels that would last 30 seconds in time-trial and there were levels that would last several minutes. We have tried to ensure that the levels are on a much larger scale, but still have a good mix of long and short.

What's the plot?
The whole plot of the game revolves around Cortex's (the series' mad scientist villain) frustration at Crash continually foiling his plans. Since Cortex originally created Crash he decides to better himself. By harnessing the powers of the ancient elemental lords, Cortex sets out to create a creature capable of destroying Crash once and for all.

Any returning faces from past games?
All the core characters are in the game, Crash, Coco, Cortex, Aku-Aku, Uka-Uka. Then we have included Tiny, Dingodile, N-Gin, N-Trophy and Purra. There will also be other characters that players may notice in different areas of the game. They'll have to find them out...

WORDS: KEITH STUART

EXTREME-G 3

Cross *WipEout* with *Akira* and whack *Tron* on the side. You've created a 1000 mph racing monster. On two wheels.

Publisher: Acclaim
Developer: Acclaim Studios Cheltenham
Players: 1-2
Release: August

All futuristic sports are insanely dangerous. Now try this for size. 12 mentally suspect adults sit astride hyper-powerful rocket bikes and launch themselves through a series of ten stomach-churning circuits at speeds usually confined to spaceships or, erm, light particles. It's insanity. But, judging by the early version *OPS2* test-drove, it's also very good fun indeed.

Courses are heavily influenced by rollercoasters, so breath-taking drops, multiple loops and lunch-loosening upside down bits figure constantly. You may also note, as your bike squirms through a third consecutive loop, that the gravity is pretty heavy so the bikes grip the track tightly and only take off on the ramps. Plus, the roads are wide and curved, so it's possible to maintain high speeds even after smacking into the barriers. This game begs you to drive like a total idiot.

Controlling the bike should perhaps be a worry at these speeds, but this isn't about getting to grips with your vehicle as in *Colin McRae*. Things are kept pretty simple with right and left air brakes on each shoulder pad to assist the cornering process and, it appears, a little depth to the handling. That's probably as it should be: the emphasis being on speed and fun, not mastering gear changes. This is the future, dammit.

Visually, *EX-G3* seems to be genuinely pushing the eccentric innards of the PS2. The team's own home-built 3D engine can apparently muster up around 15 million polygons a second and maintains a super healthy, constantly slick frame rate – even with 11 other riders on screen. There are three *Blade Runner*-esque city courses, but you also get well-conceived organic environments like forests, deserts and reservoirs to burn through. We tested several of the circuits and they exude a real sense of space – you can see the track twisting off into the distance, and even the extended jet streams of your opponents as they take the loop-the-loop still hundreds of metres away in the distance.

Weaponry promises to provide bags of incendiary thrills. There are 11 of these sick puppies to collect (available to buy as well as engine upgrades with cash earned after each successful race in the main Career mode) and they include horribly unnecessary back-mounted machine guns, mines and groovy ECM systems that send out energy waves to mess about with other bikes' controls. Pacifists don't have to bother with them though – you can just spend all your cash on progressively bigger and ruder engines.

Add to all this a couple of two player modes (including a co-operative one so you can compete together), some decent AI (all the teams drive differently) and a range of beautiful lighting effects and *EX-G3* is a very promising addition to the future sport genre. We suspect, however, that large meals or drinking sessions should be avoided before playing. As with real rollercoasters, travel sickness sufferers should avoid. □

ON TARGET? EXTREME-G 3

Mad raging super-fast turbo sci-fi bike action with imaginative visuals and a nice gameplay system. A worth adversary for *WipEout?*

SPEED
Quicker than Ryan Giggs being chased by a Doberman.

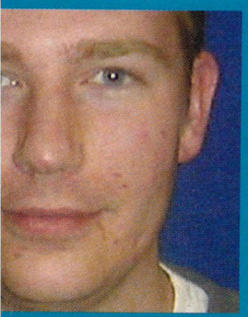
LOOKS
Impressively twisty circuits through well-drawn landscapes.

FUTURISM
In The Future™, roads will have plenty of loops and drops.

Q&A

G-FORCE

***EX-G3* Designer Nick Harper mounts his chat bike and guns the accelerator.**

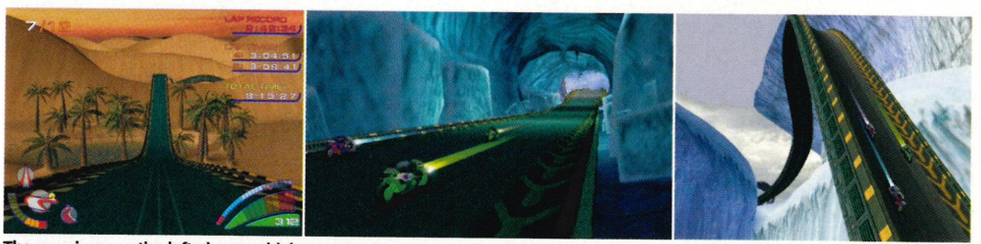


What have been some of *EX-G3* major influences?
The *Extreme-G* games on the Nintendo 64 and *The Phantom Menace* – the environments there were very organic and natural, but still populated with lots of futuristic vehicles and so on. The bikes were inspired by *Tron*, *Akira* and all the original *Extreme-G* vehicles.

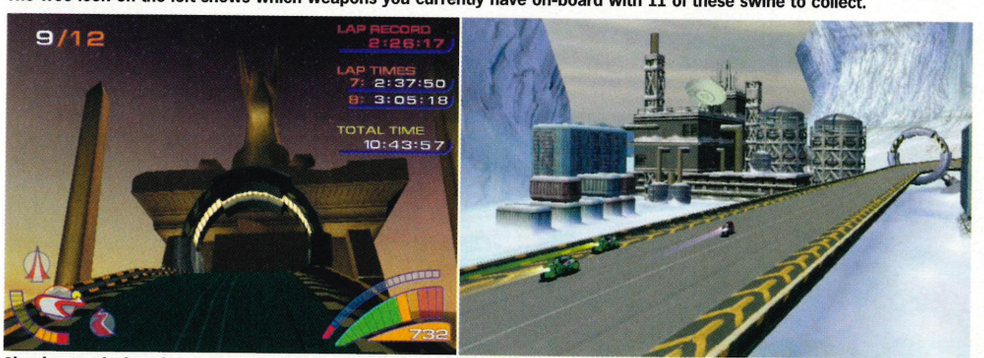
What sort of game modes are you planning?
There's a co-operative mode for two players. This is all about teamwork. Cash rewards are placed in a joint bank account, so it's up to the players to spend intelligently. Ideally the stronger player will sacrifice some of their earnings to assist their weaker partner, but a Machiavellian player may hog all the cash! We've a two player Versus mode too.

How is *EX-G3* different from *WipEout?*
Because we're racing bikes, the feeling is very immediate and solid – you can really feel the pressure as you hammer into a tight bend. The cash approach to game progression adds something different, too. We were conscious of games where the weapons are just pods that appear on the tracks. When travelling at such high speeds it's rare to ever use those sorts of weapons intelligently, so we wanted to give the player the choice. I think *EX-G3* also brings the team characters immediately to mind – you can see the riders sitting on the bikes, turning their heads as they lean into bends. That, coupled with the individual characteristics of each team provides a more authentic game world. Finally we wanted the player to feel the tracks had been influenced by the immediate landscape: with one track gently rolling over hills whereas another introduces severe drops, influenced by the dam structure supporting it.

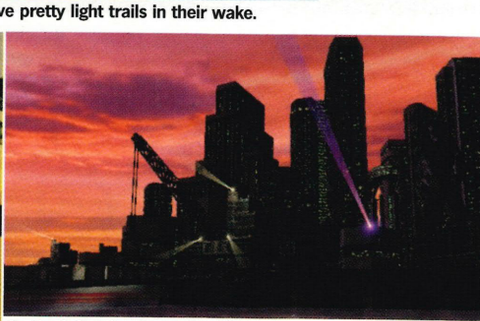
What sacrifices have you had to make to achieve the speed of the game?
In the early days it was pretty scary, as the openness of the game environments meant we were going to be pushing the PS2's rendering abilities quite a lot. Fortunately, everything worked out and the final renderer is very capable of drawing everything within a frame. Concerning the actual speed of the bikes, we thought a lot about how easy or difficult it is to react at high speeds – it's quite hard! This really influenced the nature of the tracks and how they became more fluid.



The wee icon on the left shows which weapons you currently have on-board with 11 of these swine to collect.



Circuits are designed to resemble rollercoaster rides. Handy for targeting, bikes leave pretty light trails in their wake.



On the left, a lovely sunset. Above, it's *Blade Runner* time...

OPERATION
WINBACK
BOSS
LIFE
LIFE
PlayStation.2
DYNASTY WARRIORS 2
PlayStation.2
ROBOT WARLORDS
Also available
from Midas
www.operationwinback.com
www.midasinteractive.com
MiDAS GAMES
koei
PlayStation.2
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.
Midas Interactive Entertainment Ltd.
Unit 14, Stansted Distribution Centre, Start Hill
Bishops Stortford, Herts CM22 7DG
Tel.: 44 (0)1279 858000 • Fax: 44 (0)1279 508841

WORDS: STEVE MERRETT

LE MANS 24 HOUR

Introverts and hermits rejoice! Infogrames has produced a racer that can keep you in for days on end.

Publisher: Infogrames
Developer: Melbourne House
Players: 1-2
Release: June

The Le Mans competition may not enjoy the high profile of Formula One, but as tests of skill go it is more than a worthy alternative. This epic race is the chance for leading car manufacturers to pit highly advanced versions of their strongest models against other makes, with household names like Audi, Jaguar and Chrysler amongst the 18 entrants. Endurance, reliability and skill then come to the fore in a series of races that, as the name suggests, run around the clock.

Infogrames' PS2 take on the Le Mans experience is suitably close to the real thing. A total of 70 cars, including those of the 2000 season; circuits based on Catalunya, Sukuza and the titular French course; the option to spend 24 hours in front of the game's all-day event and a wealth of showy visual factors all conspire to ensure the sport's glamour is captured. Within the PS2 racing hierarchy, *Le Mans 24 Hour* sits somewhere between *Ridge Racer V* and *Formula One 2001*. Although it hints at the F1 game's depth with its Championship mode and options to adjust the finer points of a car's handling, though, *Le Mans 24 Hour*'s gameplay puts it firmly in the arcade camp.

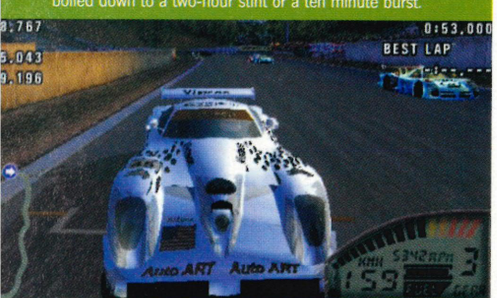
Indeed, as soon as the assorted Vipers and XJRGs hit the road, memories of Sega's arcade racer *Daytona USA* come flooding back. Everything from the lightweight handling of the cars, as subtle nudges of the analogue stick send them skirting around corners, to the simplicity of overtaking screams immediacy. The more sensitive controls of the Expert mode address this slightly, and Melbourne House stresses that the ante is also upped when fuel gets low and tyres become worn causing the vehicles' handling to deteriorate. However, both factors are barely noticeable during play and currently fail to add any additional depth to the game.

Let's face it, though, there's nothing wrong with a simplistic racer as long as it plays well – and *Le Mans 24 Hour* is already a decent runaround. However, it's more what it doesn't do that

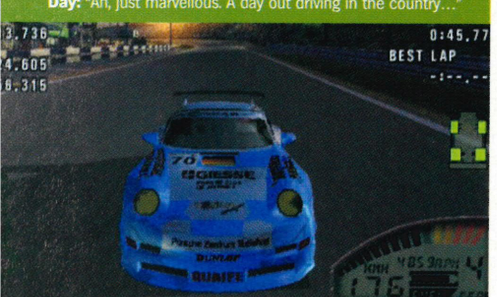
I DROVE ALL NIGHT... (AND DAY)

Can you handle a whole day and night driving round the same circuit?

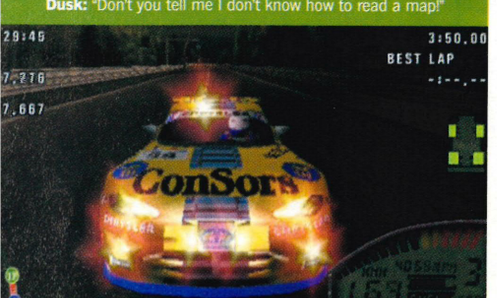
Forget all that guff about stopping at a service station when you get tired, *Le Mans 24 Hour* is all about stamina and speed – and you'll need it if you play the 24 Hour event in real-time. The event can also be boiled down to a two-hour stint or a ten minute burst.



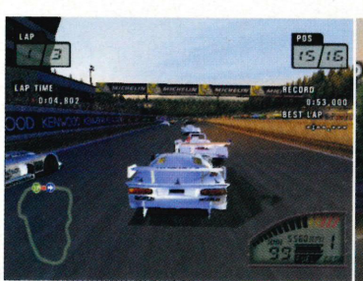
Day: "Ah, just marvellous. A day out driving in the country..."



Dusk: "Don't you tell me I don't know how to read a map!"

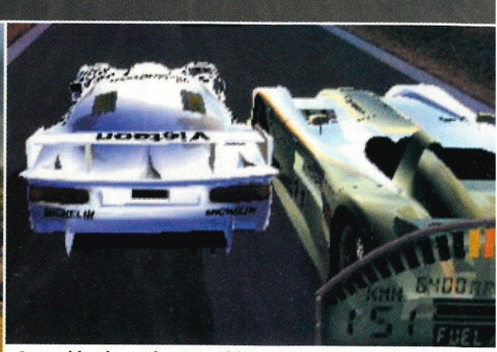


Night: "I need a garage now or I'm gonna bust!"



Cars hold the road unnaturally well, allowing for some easy cornering.

Draw distance is long enough to allow long stretches of road to be seen. Sweet.



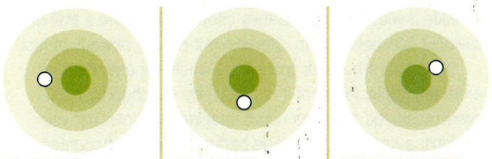
Overtaking is made easy with *Le Mans 24 Hour*'s forgiving controls.

could perhaps stall any hope for success. Everything in the game has been seen before, with the Quick Races, Two-player mode and Championships throwing up no real surprises. Unfortunately, this level of adequacy also extends to the game's all important aesthetics. While the courses are beautifully realised, with night turning to day within the showcase 24 Hour competition, and a long draw-time to ensure distant corners are seen from afar, the actual cars themselves are a considerably less successful element of the game.

Despite enjoying a high level of surface detail (stickers, logos, etc) the vehicles are afflicted by some rather heavy-handed reflective effects. As such, whereas the courses are delicately coloured with pastel hues, the cars appear to be covered in mirrors and throw off glare even in situations where there would be no natural reflection. It makes for a bizarre sight when the sun glints off your car on a cloudy day or in the middle of the night but is also representative of a racer that currently fails to shine, especially with the likes of *GT3* in the rear view mirror. With the racing genre the most hotly contested on PS2, *Le Mans 24 Hour* could be in for a more arduous challenge than even its all-day race offers. □

ON TARGET?
LE MANS 24 HOUR

A playable but uneven racer. Careers from visually impressive to crude, while the gameplay is currently the wrong side of predictable.



HANDLING
Light and languid, but successful within the game's arcade context.

PAINT JOB
Reflections make cars look like they're wrapped in Bacofoil.

STAYING POWER
We dare you to play the 24 Hour event in real-time.

LOOKING GOOD

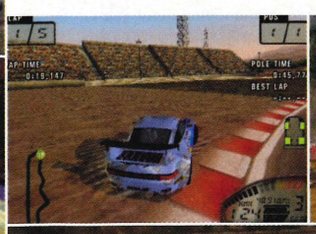
Melbourne House has crammed in some extremely smart aesthetic touches. It's a pity the cars aren't as well implemented...

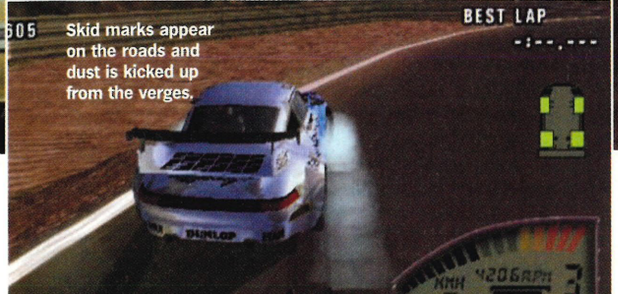
Weather: The team has implemented changing weather, with sunny skies becoming overcast before spattering the game camera with droplets.

Lighting Effects: As cars are overtaken at night, their headlights produce a strobe effect as you pass, while tight corners are also marked via a flashing indicator board.

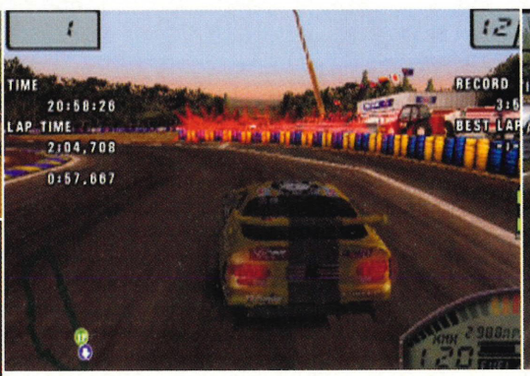
Sparks: Le Mans cars are low-slung affairs in order to reduce drag. However, they are also prone to damaging their underside with sparks flying as the side panels hit the uneven tarmac.

Rolling Start: The Atlanta and Le Mans challenges are preceded by a drive-past of the competitors before the camera swings behind the player's car for a handy rolling start.

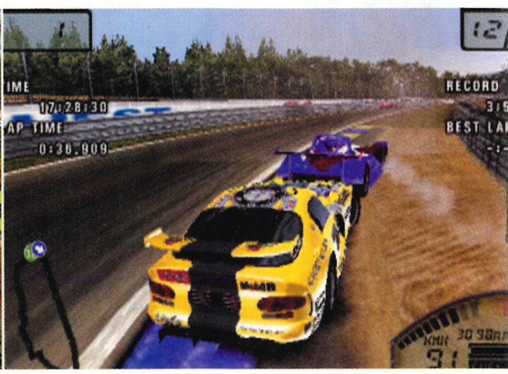




Skid marks appear on the roads and dust is kicked up from the verges.



Dusk is signalled by hazy lights and the sky turning into an attractive looking sunset. Martini anyone?



Although 24 hours equates to a long car journey, it is a race. So no stopping in lay-bys is allowed, sleepy boy!

WORDS: NICK JONES

ESCAPE FROM MONKEY ISLAND

Think pieces of eight. Think bottles of rum. Think monkeys and ghost pirates with beards of fire. Add a dash of irony and what have you got?

Publisher: Activision
Developer: LucasArts
Players: 1
Release Date: June

Finally, one of the longest standing and most consistently enjoyable PC game series is coming to PlayStation 2. And it's about time. The *Monkey Island* series of adventure games dates back to 1990 and was recently brought right up to date on the PC with this, the fourth and best incarnation of the lot. Boasting a brilliantly written plot and some monstrously difficult puzzles, the game is now ripe for its PlayStation 2 debut.

You play as Guybrush Threepwood, the self proclaimed 'mighty pirate' whose many talents include holding his breath for ten minutes. The game begins with Guybrush having just returned home from his honeymoon with Governor Elaine Marley. Strange events have taken place on *Monkey Island* in their absence. Firstly Elaine has been declared deceased and secondly, the island residents are running an election to chose her successor. Your task is to help Elaine win back her rightful seat as Governor and, well... that would be spoiling things.

As is de rigueur for adventure titles, you journey around talking to people, picking up objects, working out which ones to use and where. While this isn't exactly a new concept, it's the way that *Monkey Island* encourages you to think both literally and laterally in order to progress that makes it so engaging. For example: how do you follow one of the game's bad guys back to his hideout without losing him in the jungle? Simple, break his walking stick and then while that's at the repair shop, sprinkle it with termites. As they chew up the cane a trail of sawdust falls behind him. Clever. If not exactly obvious at first.

The game's humour makes the whole experience a lot more enjoyable. Much of it is pretty silly – a shop that sells every prosthetic limb you could imagine (and lots that you couldn't) a camp pirate selling perfume and an encounter with a young pop wannabe called Britney. But there's a wit and intelligence to the dialogue which makes *Escape From Monkey Island* stand head and shoulders above anything in its genre –

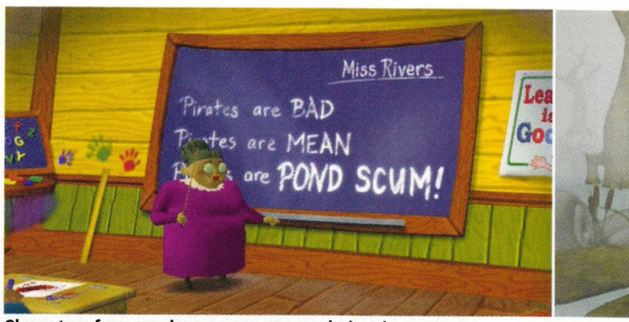
RETURN TO MONKEY ISLAND

The *Monkey Island* games have earned a special place in the hearts of PC gamers over the last ten years.

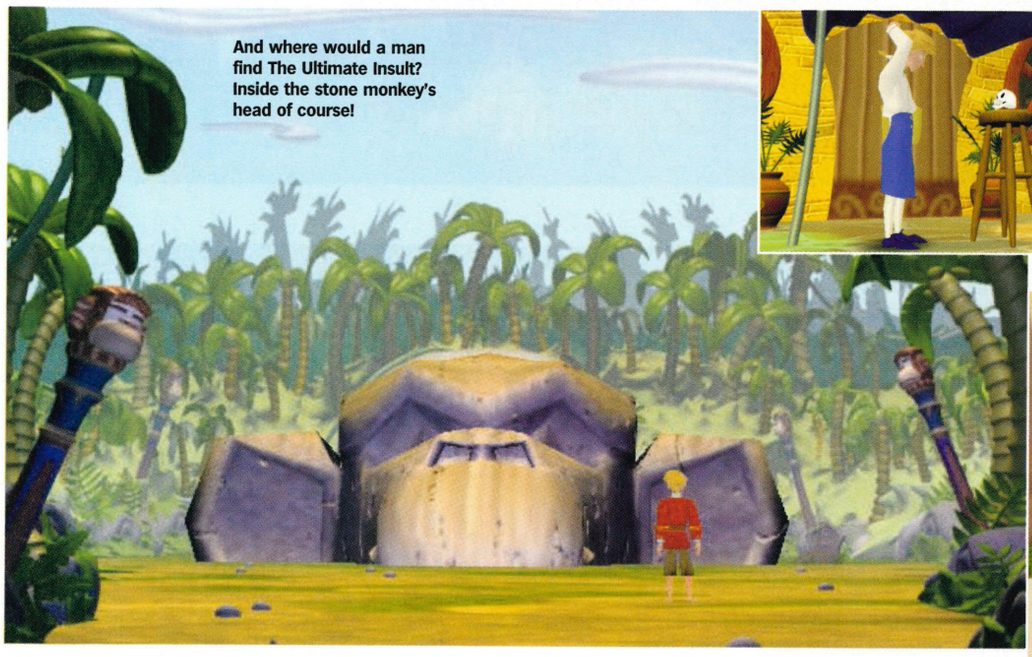
Secret Of Monkey Island (1990)
The game that shook up the world of graphical adventures bringing sharp wit and an innovative control interface into the reckoning. The story centres on Guybrush's quest to become a pirate and win the heart of Elaine Marley.

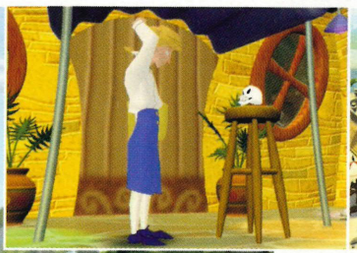
Secret Of Monkey Island 2: Le Chuck's Revenge (1991)
More of the same but with revolutionary (at the time) painted graphics. Le Chuck comes back from the dead to exact revenge on Guybrush. And attempt to kidnap Elaine Marley.

Curse Of Monkey Island (1997)
A real departure for the series in terms of graphical style. Brilliant use of traditional cel animation gave this game a totally unique look. This is the one where Guybrush finally gets the girl – by accidentally turning her into gold.

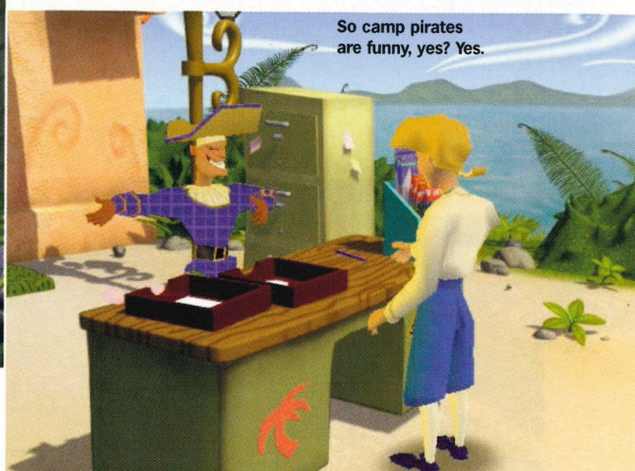


Characters from previous games pop up during the game.





Confused? Playing as Guybrush, you will be...



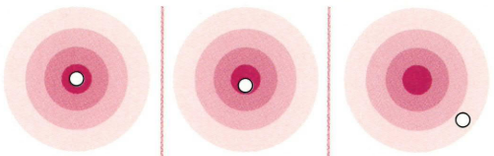
and naturally this is all expertly voice acted. It's safe to say that the game has the best script and voices in any videogame you care to mention and as a bonus LucasArts have thrown in extra dialogue especially for the PS2 version. It's the mix of modern humour in a historic setting that makes *Escape From Monkey Island* so funny – imagine *Blackadder* set in a pirate world.

We expect the PlayStation 2 version to be pretty much identical to the PC, so that's good news. Graphically it has been much improved, with the PS2 using three times as many polygons as the PC model which is obvious just by looking how much smoother Guybrush Threepwood's face is. If there's a problem then it will be in the control system. In previous games it was down to a point-and-click system: click the cursor where you want to move to. Simple. But now the game is in 3D you have to use a system similar to *Resident Evil* – spin your character in the direction you want to go and walk there. A poor interface could've proven to be *Monkey*'s downfall but *OPS2* can attest that the joypad version works just dandy.

Escape From Monkey Island isn't going to be a game that you'll return to once finished, but for its story, its humour and cerebral challenge there'll be nothing else quite like it. □

ON TARGET? ESCAPE FROM MONKEY ISLAND

Brilliant plot, great puzzles and a spot on conversion from the PC classic. *Escape From Monkey Island* can't fail to anything but superb.



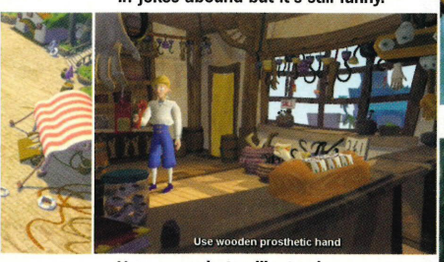
PUZZLES
As difficult as *The Times* crossword (Chinese edition).

HUMOUR
If you like *Blackadder* you'll be giggling to yourself for months.

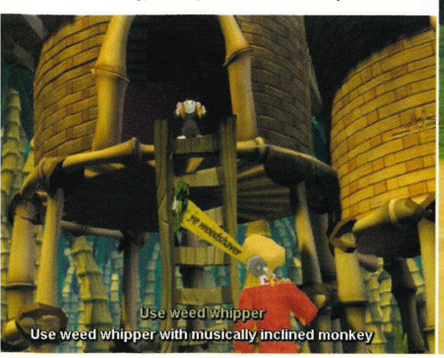
MONKEYS
Surprisingly few monkeys in the game. Damn shame.

//Much of the game's humour is very silly. A shop selling prosthetic limbs, a camp pirate selling perfume...//

In-jokes abound but it's still funny.

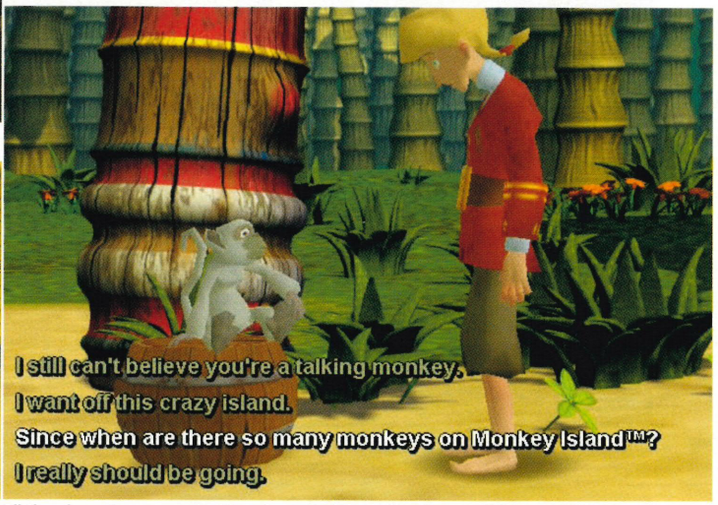


Hey, even pirates like to shop.



Hmm, we go with the monkey add-on.

Combining objects is the key to solving puzzles, stoopid though they sound.



All the characters are superbly voice-acted, including those talking monkeys.

Q&A

MONKEYING ABOUT

***OPS2* visited LucasArts HQ in San Rafael and spoke to International Lead Tester, Eric Elacock about the game.**

When did the team get started on *Escape From Monkey Island*?
Development on *Monkey* started on the PC, but there was an eye to a PS2 version from the beginning. They started getting 'hardcore' on the PS2 version as soon as the PC version was done – so sometime around November of last year. There's always been plans to do a PS2 version.

Porting the game was never the problem – it was the interface. How many configurations were tried out before it was in place?
The interface was nailed around the second or third version – it's pretty much been there the whole time of development. We're happy with the way it's turned out.

The *Monkey* games for the PC have been extremely popular in Europe? Any ideas why?
Um, Europeans are a little smarter? I don't know. Maybe because it's olde world pirates on the Seven Seas and that interests Europeans more as that's where it all originated from. All Americans are interested in is blood and shooting everything up...

Will the interface and opening back story get people over the fact that they're joining the series at Game Four?
Yes. With the way that the interface and controls have been programmed, you can instantly pick it up and get going. I think it'll bring a lot of people into the season.

Once again, it's the ultra-smart dialogue that moves *Monkey* away from the crowd...
Monkey's dialogue is outstanding – it's the most important part of all of LucasArts's adventure games. Extremely witty, good hints – if you're stuck, chat to a few people and they'll help you out...

Were there any problems thrown up when converting the game from PC to PS2?
We've had problems with a few 'walk boxes' and Guybrush bouncing off some of these. We've also had text floating off screen and some movies not playing, but no problems with puzzles or anything.

What's the one thing that appeals about *Escape From Monkey Island*?
It's like being a pirate for a day. Your wife is kidnapped, your family heirlooms are missing, you've got a ghost pirate who's out to get you and your job is to figure out what's the best way to go about sorting all this out. You're sailing the Seven Seas for an afternoon!

It's a long adventure game that takes some heavy duty puzzle-solving. What will make gamers want to stay until the end?
The dialogue – you've just got to see what happens to Guybrush next. He's quite an idiot and always doing something funny. The appeal is that you never quite know what he's going to do next. The end is worth sticking around for just to find out.

WORDS: BEN LAWRENCE

BALDUR'S GATE: DARK ALLIANCE

The PC classic is given a new lease of life on PS2. And it looks like it'll be giving *Summoner* a run for its money.

Publisher: Interplay
Developer: Black Isle Studios
Players: 1-2
Release: Autumn

What's in a name? Well, if the name is *Baldur's Gate* then a hell of a lot. Besides the usual collection of drooling demons and testicle faced old crones selling ground bat eye to bolster their health, *Baldur's Gate* is far more than the sum of its warty parts. The critically acclaimed RPG series, a derivative of the *AD&D* (*Advanced Dungeons & Dragons*) world, has been riding high in the hearts of PC owners since it's inception in 1999. Often described as 'the nearest thing you can get to true *AD&D* on your computer', it combines a blend of stunning visuals, engrossing story line and over 150 hours of gameplay for those willing to hunt out its abundance of hidden secrets. The PS2 felt it needed to get in on the act.

Baldur's Gate (the port city lending its name to the game series) is under threat. Thieves roam the streets, vagabonds freely ransack anything of value and rats as big as bastards gnaw on the corpses of the slain. Furthermore some pesky band of no-gooders has kidnapped your sister. Rather than forming a motley band of miscreants and trading your Health Points for your Experience Points and your leather jerkin for three ounces of horse hair healing lotion, you sharpen your sword and get stuck in to all who stand in your way. *Baldur's Gate* is getting all *Diablo* and *Gauntlet* on us.

Although still an RPG with the usual mix of character interaction (all fully voice-acted, thank Wodan) and stat juggling, the emphasis of the PS2 *Baldur's Gate* is firmly on hack and slash. A single playable character (human, dwarf or elf) is the sole focus of the game (so none of that team building nonsense) but two people can play at once, sharing the screen as equally as they do the death dealing and treasure hoarding.

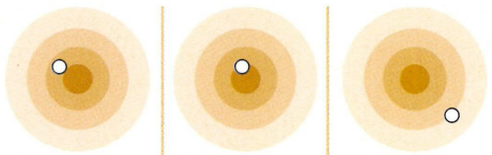
Don't let the lack of team work disappoint you though, developer Black Isle Studios has been careful to strike a balance between action, combat and RPG, allowing those who consider stat juggling an absolute must the ability to do it with tinkers, tailors and blacksmiths all plying their trades throughout the world. And what a world it's shaping up to be...

Graphically, the game is already causing a lot of well-deserved excitement. Lighting and water effects are astounding and make *Summoner*, even at this infantile stage in its development, look positively last-gen. Ripples in ponds shimmer and spells splatter walls with magical luminescence. The enemies are also willing to get in on the act, as pools of blood gently spread out from under their slain corpses – which is a frequent event because the AI is still to be refined.

The jury's out. Will the PS2 *Baldur's Gate* end up as little more than a dumbed down version of the PC classic, albeit with stunning looks? Let's hope not, and that the gameplay lives up to the glossy packaging and the famous brand. More when we get it. ☐

ON TARGET? BALDUR'S GATE: DARK ALLIANCE

A touch too shallow at the moment but should play a blinder once the AI has been fine tuned.



GORE
Less number pushing but compensated for by loadsa blood.

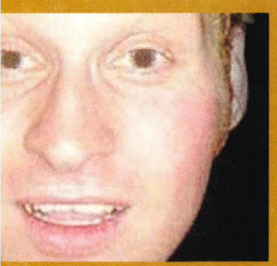
GRAPHICS
Some of the most appealing graphics to grace a PS2 RPG.

ARTIFICIAL INTELLIGENCE
AI? What AI? The bad guys aren't too clever.

Q&A

A NATTER OVER THE GATE

We corner Scott 'Ginger' Burfitt, Associate European Producer at Interplay, to find out more about the game.

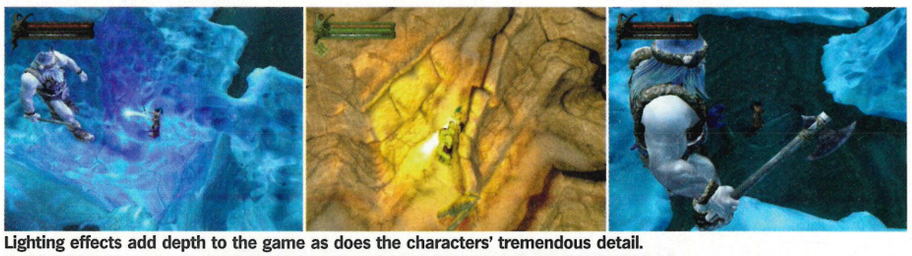


Why bring *Baldur's Gate* from the PC to the PS2?
Baldur's Gate was never intended to exist solely on PC. With the power of the PS2 we can bring our games to a console now – it's a new opportunity for *Baldur's Gate*.

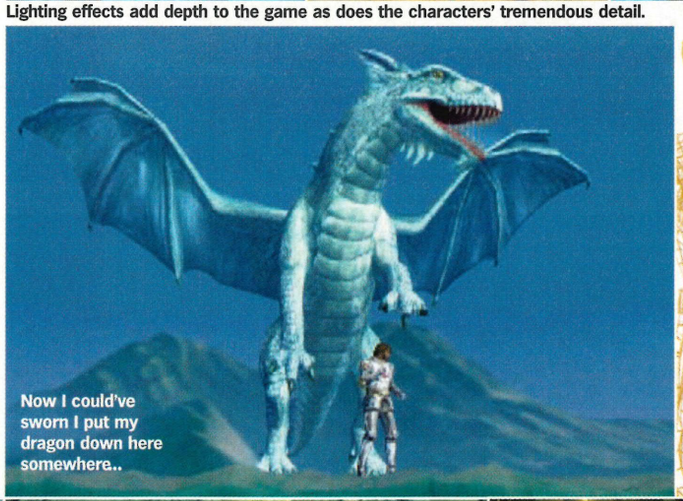
Have you sacrificed anything for the PS2 *Baldur's Gate*?
Nothing. In fact we have added many features which have been unavailable in the past, especially in the graphics, simple on-screen interface and intuitive control method. *BG Dark Alliance* pushes the hardware like no other game will this year.

Does *BG Dark Alliance* bring anything new to the *AD&D* world?
It's the first *Third Edition AD&D* rules game on console ever. Actually *AD&D* games on console are rare thing, so that in itself is almost a first. I heard *Dark Alliance* described as the *Tekken* of RPGs recently.

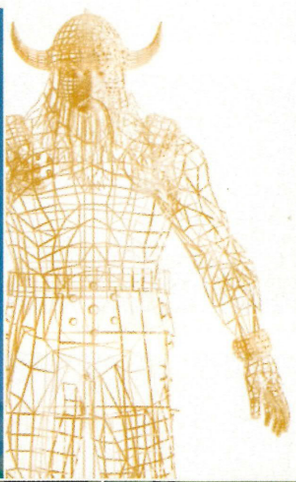
Will hardcore RPG fans be disappointed by the 'pick up and play' feel?
It's a different twist on its PC cousin but equally enjoyable. The story is a little lighter with the emphasis on action.



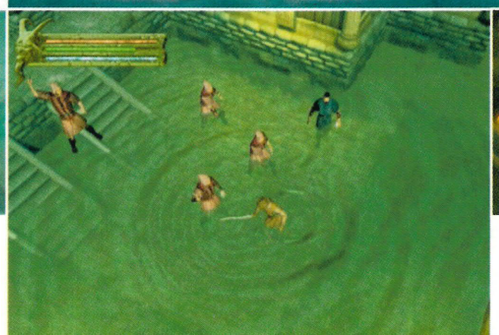
Lighting effects add depth to the game as does the characters' tremendous detail.

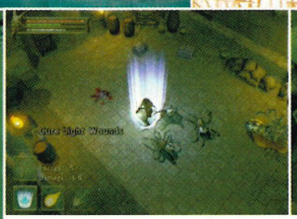


Now I could've sworn I put my dragon down here somewhere..



Back foul demon! Fear my fiery sperms of wrath!





Your choice – a few stray floaters (left) or a dank dungeon (above).

perfectly **sharp picture**

crystal-clear sound

scene selection

DVD VIDEO

special extra features

flawless freeze-frame

exclusive to DVD

all these titles...

at 2 for £20

or £12.99 each

OFFER AVAILABLE FOR A LIMITED PERIOD ON SELECTED TITLES ONLY

AVAILABLE TO BUY FROM SELECTED RETAILERS

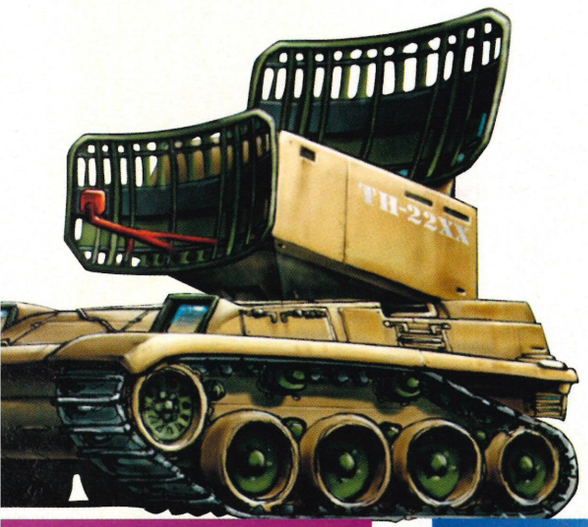
© 2001 Warner Home Video (U.K) Ltd., an AOL Time Warner Company. All Rights Reserved.

CONFLICT ZONE

WORDS: BEN LAWRENCE

Being developed with military precision, here is a game that not only requires you to think – it thinks for itself too.

Publisher: Ubi Soft
Developer: MASA
Players: 1
Release: September



You probably haven't heard of *Conflict Zone*'s developer MASA (Mathématiques Appliquées to give it its full name) unless you've been involved in military warfare. Which is unlikely. It's quite a covert organisation, situated on the top floor of an anonymous office block in downtown Paris where even the lifts are security coded to prevent you reaching the higher floors without permission. MASA is an artificial intelligence expert. It's ability to bring life to computer programmes is renowned and revered throughout military establishments across the globe and now it's decided to impart its command of AI to the PS2 in a game that is the most profoundly intelligent game we've seen.

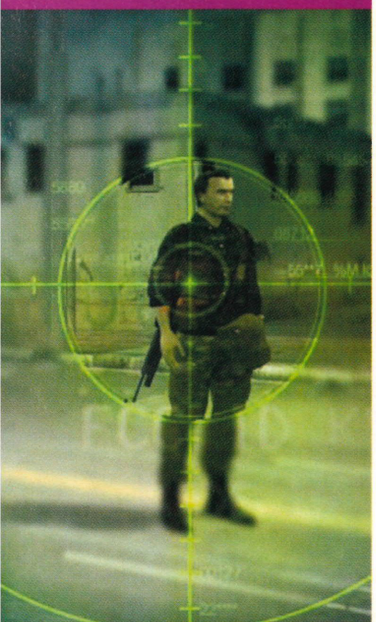
Think *Command & Conquer* but with MENSA membership. If the *C&C* series were Casio pocket calculators, *Conflict Zone* is a super fast high-spec PC. As commander of a NATO task force you must lead your troops through 12 missions across various real-life globe hotspots. These include Mr Hussein's residence of Iraq and the frozen wasteland tundra of northern Russia. Your aim is to crush the evil Ghost organisation who dabble in the odd bit of extortion, racketeering and more worryingly, biochemical A-Bomb production.

Rather than the usual *C&C* tactic of managing your weapon production, churning out armoured vehicles and trudging through a quagmire of war time accountancy, you are overseer of a highly intelligent task force. Of course, you can take full control of every mind melting facet of war production but the real beauty is letting the AI control certain aspects allowing you greater time to play cat and mouse with the enemy. For instance, if you mistakenly command your troops across a lethal minefield, you may suffer one casualty, but they will soon learn that the field is dangerous and inform you before deciding on an alternative route to their destination.

Equally, the AI of your enemy makes them fully aware of your tactics. If you play a level once the game will learn every

IN THE LINE OF FIRE

War isn't just about sending troops out into the field. See, *Conflict Zone* is way more sneaky...



Not only will you be given the chance to survey the world from afar with a little help from your handy satellite you can also instruct ground troops to act as spies, infiltrating enemy headquarters and stealing vital information. They are even given the chance to pop a few heads. What more could you want?

The terrain spreads out across the globe and all of it's for the taking.

Protect refugees by building shelters. Um, are those bomb-proof?

From up here, they look like little ants. From down there, they look like MEN.

Your troops may look like killing clones but each one is intelligent enough to make their own decisions.

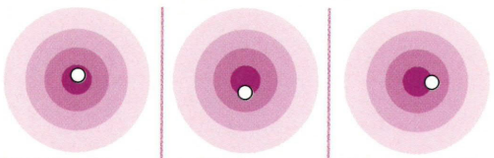
move you made so if you tackle it again with the same approach you will meet resistance that wasn't there previously. This game thinks. It is intelligent, and learns from your actions so no experience will ever be the same, it will forever be pushing you, encouraging you to think more strategically.

You can't just storm in with a cavalier attitude if things start going pear-shaped either – the world's media is watching you. They'll be waiting for that moment where you let your trigger finger get too twitchy and blast a pram full of cutesy babies in bonnets to kingdom come. Ghost also has propagandists who will film your actions and dent your popularity meaning a cut in funds and equipment for your troops. You must be surgical in your approach, keeping death to a minimum but success to a maximum. You can also play as Ghost incidentally if you fancy wreaking havoc rather than healing feuds

Think you can handle it? Think a company specialising in the farthermost frontiers of AI, with first-hand experience in military technology (MASA programmer Christophe Kohler once worked as an AI specialist for the MoD) wants this to be an easy ride? Not on your life. When it's released this summer *Conflict Zone* will be blistering brains up and down the country. We can already hear the sound of *C&C* fans rubbing their palms. □

ON TARGET? CONFLICT ZONE

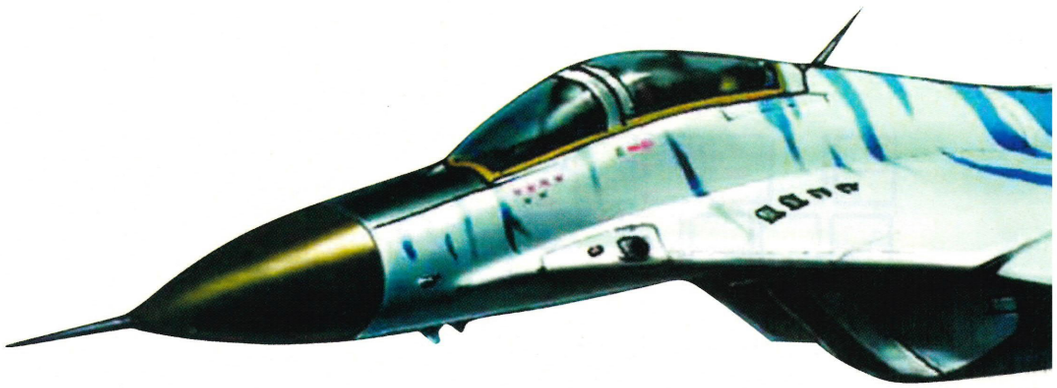
We've seen it, it's frighteningly smart but beautifully accessible. But might it be just a little too cerebral for the mainstream?



INTELLIGENCE
Not only is the game smart there are spies in it too. IQ-a-tastic.

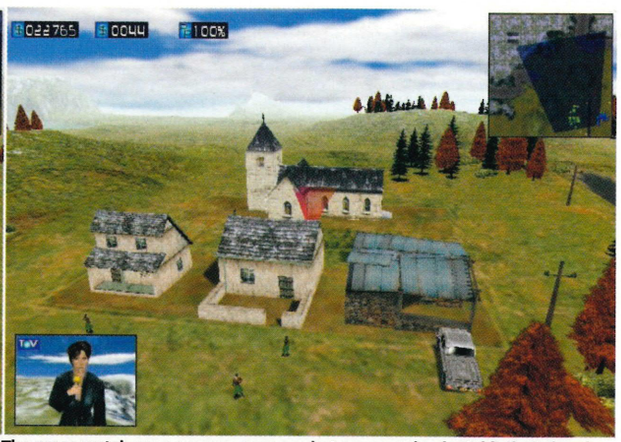
STRATEGY
It takes the tedium out of strategy games leaving just the flesh.

MEDIA COVERAGE
A war without grizzled hacks in flak jackets ain't right.

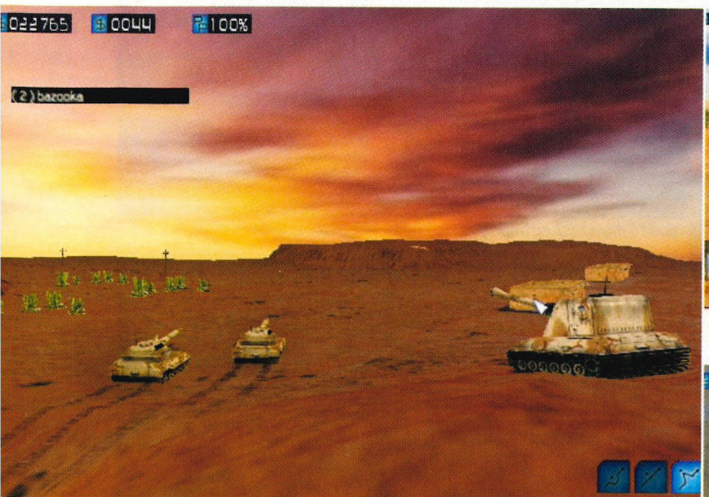


//The game thinks and learns from your actions, ensuring that no experience will ever be the same//

'Copters can give troops excellent firing cover.



The press watch your every move so, whatever you do, don't hit that church.

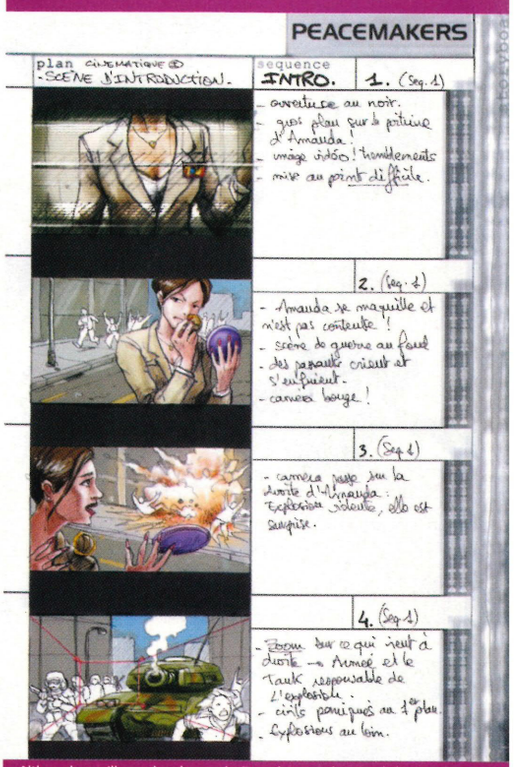


It may look peaceful but wait until you see what's on the other side...

Act surgically during battles and the press will soon side with your forces rather than against them.

STORYBOARD

***Conflict Zone* will open with an impressive intro sequence. Get a sneak look of how it will look with this storyboard.**

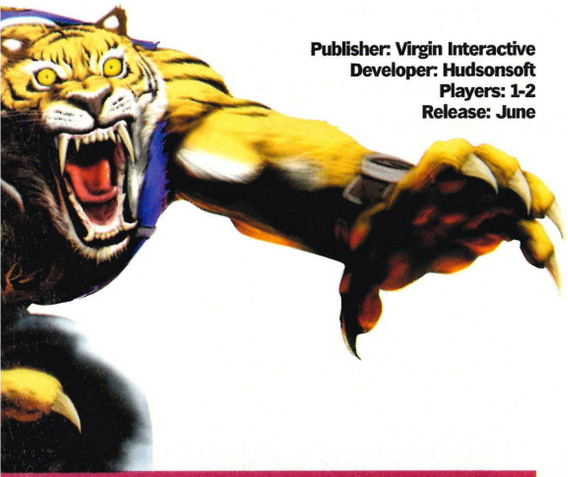


Although you'll need a degree in French to understand the accompanying text, this MASA storyboard gives a taster as to how *Conflict Zone* begins. *OPS2*'s resident Francophile Fitz translated enough for us to understand that the woman is a journalist who is doing her make up before a live TV broadcast just as war breaks out in the background. Thanks Fitz.

WORDS: BEN LAWRENCE

BLOODY ROAR 3

Somebody had better call Rolf Harris. There's going to be a few injured animals here round here.



Publisher: Virgin Interactive
Developer: Hudsonsoft
Players: 1-2
Release: June

Being a werewolf must be pretty cool. Even if you do have an inexplicable aversion to your grandma's best silver cutlery and an uncontrollable urge to howl at the moon once a month. But a were*rabbit*? Who in their right mind would consider a anthropomorphic bunny a force to be reckoned with, especially one wearing bright pink panties and *Playboy* bunny girl ears. Well, Hudsonsoft's third instalment of zoological scrapper *Bloody Roar* turns these, and other meek, fur-covered fuzzies into bloodthirsty killers infused with an insatiable appetite for carrots and lashings of freshly reaped straw.

Twelve characters (or 'zoanthropes' as they are technically referred to) in total make the third line up of beast brutality, only three of whom have appeared in either of the previous games – Stun the insect, Long the tiger and Jenny. Who's a bat. This character cull shouldn't warrant too much discomfort to fans though because there seems to be such love lavished upon the new breed that past characters are quickly forgotten. Attention to detail isn't as pronounced as it was during *Tekken Tag Tournament*'s development but it's still looking impressive. Animal markings emblazoned across each character are particularly striking as are the bizarre costumes, but it's the cool use of lighting that is already coming into its own.

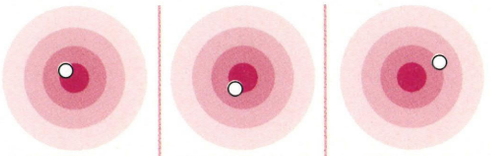
When a character is powered-up and wishes to morph, the screen is seared with a shower of light before the character's alter ego is revealed. Particle effects have already been implemented which makes the destruction of the surrounding environments (wire mesh fence, wooden planks) more appealing to watch as they are pummelled into oblivion – a feature that wasn't included in the previous two incarnations. Another new addition is the Super Beast mode where, if you perform enough combos without taking on any retaliatory strikes, you'll become supercharged and go ballistic on your opponent. Think *Ready 2 Rumble*'s rumble factor but with added fur, scales and tails.

The fighters will still need to be injected with a little adrenaline, as at this stage they are slightly clunky if compared with those in *Tekken* or *Dead Or Alive 2*. Similarly their moves aren't particularly grandiose, although the kicks and punches have obvious impact and characters and backgrounds already feel solid.

Due for release within the next month, it is unlikely that *Bloody Roar 3* would even begin to pose a challenge to the great *Tekken* but it will certainly prove itself as a truly entertaining alternative. The showering light effects, freak show fighters and mindless, wanton destruction of every fighting arena available should guarantee this game a place within the hearts of beat-'em-up fans and zoologists alike. And what other game can possibly boast the same claim? □

ON TARGET? BLOODY ROAR 3

At the end of the day, it's just a beat-'em-up. But it's brimming with graphical flourish and the animal element will add novelty value.



AGGRESSION
Chocka with it. You'll never see an angrier rabbit in your life.

PIZZAZZ
Glorious technicolor beasts fighting in showers of light?

ORIGINALITY
Glossy visual effects could be masking an average beat-'em-up?

THE ODD SQUAD

Three of *Bloody Roar*'s maddest man/beast hybrids.

XION

Man
Similar in appearance to *Devil May Cry*'s Dante, this unassuming gothic femme-boy exhibits a perfectly styled silver haircut.

Beast
Transforming into a cross between a cockroach and Swiss Army knife, Xion actually spears people with his arms. There's lovely.

STUN

Man
Already pretty freaky, Stun hides his hideous features with a cowl and is reluctant to fight, often seeking comfort from Jenny the bat.

Beast
He's a dung beetle. Don't be fooled though – rather than rolling poo into large balls, young Stun prefers to practice his huge left hook.

BUSUZIMA

Man
He looks like a surfer who's spent too much time in the sun. Apart from the strange expression and pointy tongue that is.

Beast
Perhaps the worst chameleon in the world, he's giant and can't camouflage himself at will. Let's just hope that tongue proves useful then.

Although the humans look formidable, it's only when they transform into beasts they begin to get scary.

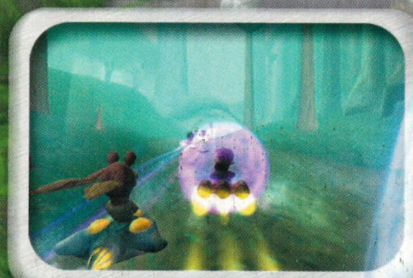
Normally a rabbit wouldn't stand a chance against a tiger but THIS IS NO NORMAL RABBIT.

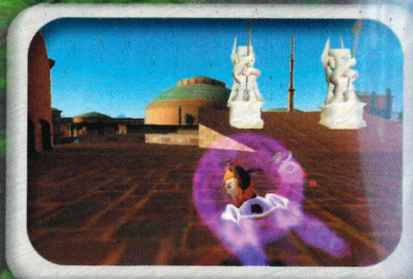
Stun's insectoid armour proves highly effective against all foes.

Beginning your transformation includes eminating a massive, damaging sonic boom.

Verily, Master Tony, I shall have your secret formula by nightfall!

STAR WARS™ SUPER BOMBAD RACING™





IN A LIVING ROOM WITH YOUR MATES, FAR, FAR AWAY...

PlayStation®2

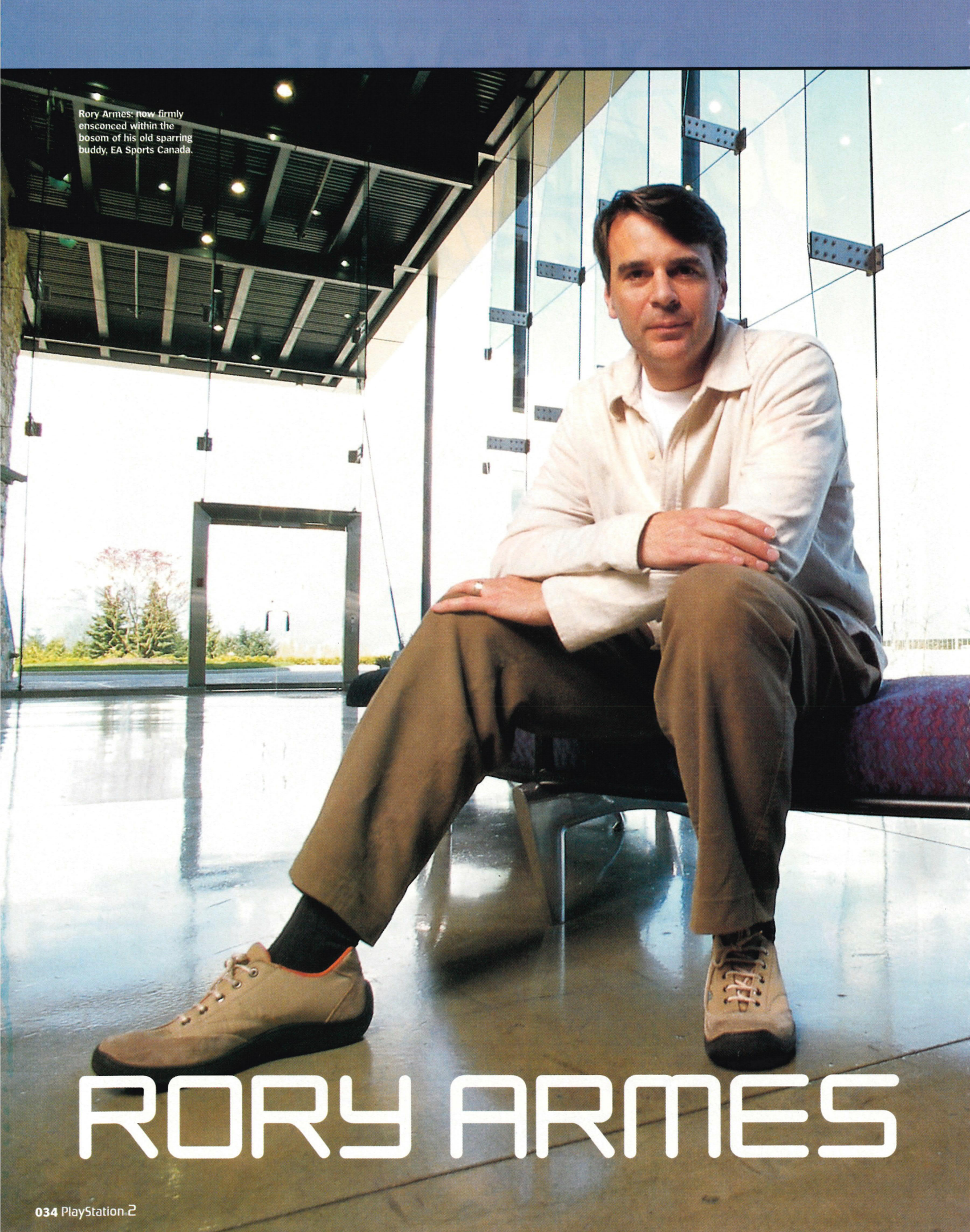
4 PLAYER
Compatible with Sony PS2 Multitap

Developed by LUCAS LEARNING

Published by LucasArts™

© 2001 Lucas Learning Ltd. and its licensors. © 2001 Lucasfilm Ltd. & TM. All rights reserved.
Used under authorisation. LucasArts and Lucas Learning are registered trademarks of Lucasfilm Ltd.

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc.



Rory Armes: now firmly ensconced within the bosom of his old sparring buddy, EA Sports Canada.

RORY ARMES

WORDS: SAM RICHARDS/PHOTOGRAPHY: STUART MCCALL/NORTH LIGHT

"Replicating a television sports broadcast was the old goal. Now we want to get right down there on to the pitch..."

With nine PS2 games and three currently resident in the top ten, EA Sports is the most prominent publishing brand on the console. For years, the EA Sports machine has gradually been colonising every sports game genre going, consistently turning out the definitive product in each field. Brash, glossy, approachable and always massively popular, EA Sports games rule. Executive Producer and Studio Vice-President at Electronic Arts Canada, Rory Armes is in charge of EA Sports' flagship franchises *NHL* hockey and *NBA Live* basketball as well as having input into *SSX* and *FIFA*, but he hasn't always been an EA insider...

NBA, NHL, FIFA, MADDEN, TIGER

Woods, Rugby, Cricket... nobody can argue with EA Sports' stranglehold on videogame versions of the world's major sporting spectacles. Loved by all who happily shell out for yearly iterations of the finest sporting franchises available, EA Sports also inspires jealousy and loathing, usually from the makers or followers of rival sports series. Who better to comment on the EA Sports hegemony then, than a man who's seen it from both sides?

Before joining Electronic Arts in 1998, Rory Armes was the President of Radical Entertainment, a games development company he founded with two others in 1991. Scoring a considerable critical success with *PowerPlay Hockey*, Radical's next move was to take the sports game fight to its Vancouver neighbours with a series of titles targeting some of EA's most prized franchises. Unfortunately, due to behind-the-scenes wrangling, the threat never materialised. After making some tough personal choices, Armes decided that if he couldn't beat EA, he would join them.

Now supervising the *NBA Live* basketball and NHL hockey franchises, Armes is keen to take sports games to a new level of emotional player involvement. Giving the lie to dissenters who claim EA Sports is only interested in unimaginative annual franchise updates, Armes was the driving

Like everyone at EA Canada, Rory is exceptionally careful never to call football 'soccer.' At least not to an Englishman's face.

force behind underrated, innovative PSone game *Sled Storm* – itself a kind of precursor to the majestic *SSX* – and has also subverted his own gleaming *NBA* series with the hilarious *NBA Street*. After shooting a few hoops with our photographer on the courts at EA Canada's Burnaby studio near Vancouver, Armes is ready to talk turkey about life before and after EA.

Your first job in the games industry was at Distinctive Software in the late Eighties. How did that come about?
I came out of university with a computer science degree and hadn't even really thought about computer games as an industry as such. Obviously I used to play games, but the development side was still very much a hobbyist thing in those days. I started off coding for a finance company – just horrible! I was also working part-time at a nightclub where I met Don Mattrick, the guy who owned Distinctive. A couple of years later I became a manager there, overseeing a new division in charge of converting NES Games for the Commodore 64.

How did you go about setting up Radical Entertainment and what was your mission statement at the beginning?
We were desperate to make original games. That suited us from a creative point of view and we thought it was the only way to make your millions in the videogames industry. However, once we approached a number of publishers it was clear that we'd have to take on contract work to get us started. Our first project was a conversion of *Battle Of Olympus* for the Game Boy.

We did a couple of original projects that I think were on the verge of being great games, but I was still probably lacking that extra bit of skill and experience that could have made them into classics. I think the original *PowerPlay Hockey* game was a phenomenal achievement because we had a couple of real geniuses working on that game. We became very good at animating human characters and decided that our strength lay in sports games. So that's why we went after the ESPN licences the way we did.

In 1998 you developed a basketball game, an ice hockey game and a winter sports game all under the ESPN brand banner. How did you prepare for direct competition with such a massive brand as EA Sports?
We felt that although the EA Sports brand was all-powerful, it wasn't really anything other than a wrapper for the various franchises. The EA Sports games at that time didn't necessarily all have the same visual style or the same approach to control systems, so we were really trying to establish an obvious multi-sports brand.

Certainly when we presented all the games at E3 in '98 we had lots of EA people coming over to check out our style. From an animation and a control standpoint our games were great, but we weren't quite there yet in terms of AI or flash graphical presentation.

What happened next? Why did it all go wrong for you at Radical?
In the beginning Radical Entertainment consisted of three partners and three employees. By 1998 we were employing 350 people across two offices in Vancouver and San Francisco. Then came what I call the fall of the Roman Empire. We probably bit off a bit too much. We were publishing our own games without the funding to back it up and then things went wrong with the ESPN licence deal. I can't really say much more about that. Anyway we didn't come out as winners and we had to lay off a few people.

At which point you then moved to EA. Was it a case of "if you can't beat 'em join 'em"?
You can probably say that. I guess that at Radical our main thing had become the sports games and every time out we got hammered by EA. It didn't seem to matter if ours was a better game or not. We'd have a title that was rated five out of five in *NextGen* [respected US videogames mag] and it would go on to sell 5,000 units. Then EA's game would come along sell a million without breaking into a sweat and it's just like "Oh for Christ's sake!" I mean, what were we supposed to do?

Then again, the move was a personal thing for me too. I wasn't totally happy with where Radical had gone, so I looked at myself. I was supposed to be the smartest guy around, but I didn't feel that way because I was leading the studio in the wrong direction. I decided that I needed to find some new mentors in the world of videogames.

So now you've seen it from both sides, how do you think EA Sports has managed to cultivate such an intimidating portfolio?
I look at the *NBA* or *NHL* development teams right now and there's such a driving determination to make the products better year on year. The teams at EA Canada just don't stop competing, against rival products, or against each other. I learned in my time at Radical that you can get close, but EA has been number one for years and the development teams here just have that little bit

//"We have to develop a sports club mentality for online players. The overall social aspect is crucial"//

RADICAL CHIC

In his seven years in charge at Radical Entertainment, Rory Armes tried his hand at everything from Game Boy conversions to *Beavis & Butthead* games. However, after consistent rave reviews of the *PowerPlay* ice hockey series, Radical decided that sport was its forte and obtained licences from popular US sports channel ESPN. The result was a series of three PSone games – *ESPN X Games Pro Boarder*, *ESPN NBA Tonight* and *ESPN National Hockey Night* (essentially a PowerPlay update) – which impressed onlookers at 1998's E3 show. Unfortunately disaster lay in store; after a protracted legal wrangle, ESPN withdrew consent and took its licences elsewhere (they currently reside with Konami). Radical went on to release *X Games Pro Boarder* minus the ESPN licence (bottom right), while *NBA Tonight* and *National Hockey Night* eventually emerged as *NBA Basketball 2000* (top right) and *NHL Championship 2000* (below left) respectively under the Fox Sports brand. EA Sports had won by default, but as luck would have it, Rory Armes was already there.

of extra drive – and as a company EA is just that little bit more professional.

How important are the licenses to the success of the EA Sports games?
The licences legitimise the games but they're not the core element. In some countries the games sell into a higher percentage of the population than people who actually watch the sport on television, so in those cases the licence isn't necessarily important. Sure, without the real players, *NBA* wouldn't be *NBA*, but it's what we do with the licence that counts.

The graphics are improving each year. Is the ultimate goal for EA Sports games to replicate a television sports broadcast?
That was the old goal. Now we want to go beyond the broadcast model. The phrase we've coined is the 'digital athlete'. We started to realise that the people playing these games are no longer putting themselves in the shoes of the star sportsman from their favourite team – the player controls the whole team, so the player is the star. Before, we were kinda looking at the game as though through the TV camera but now we want to get right down there on to the pitch.

How do you deal with criticisms levelled at the typical EA Sports annual update?
Some years we've dealt with the update situation better than others. We got stuck in a bit of trap by just adding new features each time. Now we're stepping back and trying to reinvent the games, adding an element of emotional storytelling.

How difficult is it to add perceivable new value to a franchise such as *NBA Live?* Obviously you can't change the rules of basketball, so how do you tweak the gameplay sufficiently for people who bought last year's version of the game?
I think there's a lot we can do. *NBA* is a good example because even in the 2001 version it still feels as if the players are moving like computer-generated entities rather than genuinely graceful human athletes. Through animation blending and 3D physics we're trying to greatly enhance the feeling of that game. I also have a thing about cameras. With all our sports games we offer multiple camera angle options, but my theory is that we only do so because we haven't figured out yet how to create one perfect camera. We're working on camera positioning and movement in order to show the player all the details of close-up action as well as the big picture. These are subtle changes and you could never put them on the back of the box as examples of new features but when you actually pick up and play the games, hopefully the difference will feel revolutionary.

How did the step up to the PS2 hardware enable you to reinvent the franchises?
Not only did we feel like we were reinventing the games, we also saw massive holes in our old stuff. I mean, there's Genesis [MegaDrive] code in some of those games! We suddenly looked at some of the motion capture and the graphical processes we'd been living with for years and thought "Oh no, this is shit!" I think it's gonna take us three years to hit our stride on PS2, but the 2001 games were a good start, this year we're having a chance to learn about PlayStation 2, and in our third year out we're really going to drive forward. At which point we'll hopefully be able to include some kind of online capability built-in too.

How do you think that sports games will work online? They're way down the priority list for PC Internet gamers at the moment.
We have to develop a sports club mentality. I love the camaraderie of a sports team, like when you go out for a few beers after playing rugby or hockey and sit around and tell stories. The social aspect is crucial. EA has done an unbelievable job in building a community around some of their online products – *The Sims* for example.

With a sports game it's not so much a case of online matchmaking, you know, chatting to someone on a forum and then saying: 'So, do you wanna play *NBA*?' It needs more than that, a community with inbuilt reward systems so you can build up your player's stats online or create your own leagues with friends.

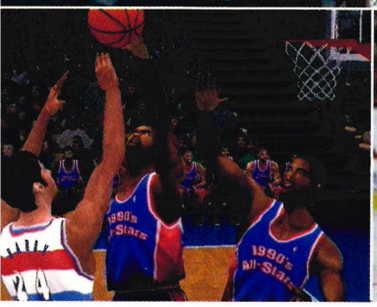
I think people would like to be able to play as their hometown team and challenge supporters of their local rivals to a game online...
Exactly. In *NHL* last year we implemented an import-a-logo feature as well as import-a-face and that was really cool. All of sudden you could match up your small hometown team against the pros. Now, take that idea online and you have the beginnings of a community. I don't necessarily think people will end up playing opponents on the other side of the world, but you'll have gamers taking on their friends in the next town.

//"We looked at some of the motion capture we'd had for years and though 'Oh, no, this is shit!'"//

***NBA*, *NHL* and *NFL* are huge in North America, but how do you bring those games to the UK when the sports don't have much of a following?**
Some of them have greater selling ability than others. With *Madden* we don't even try that hard

IT'S IN THE GAME

Rory Armes' responsibilities at EA Sports have included (clockwise from top left): *NBA Street*, *Sled Storm* (PSone), *NHL 2001*, and *NBA Live 2001*.



because there's only about 20,000 people in the whole of the Europe who give a crap about American football. I don't think there's anything we could do with that game that could possibly make a difference. *NBA* is strong in Southern Europe.

One of my jobs is to figure out what we can do with the products to give them a stronger European base. We need to introduce proper localisation. Not just translating the text, but including local teams and even changing the rules slightly to appeal to a new audience. It's something we've done successfully with *NHL* in Germany and the Nordic countries. The trick is to spend more time in Europe and find out what we can do that's going to satisfy the local customers.

Do you think that if your games are successful in the UK and Europe they can actually help increase awareness of the sports here?
If you look at the sales of *NHL 2001* in the UK, you could definitely start to think that. It grabbed consumers who may not have been so much into hockey but who were certainly into good games.

Is something like *NBA Street* a more approachable entry point for a UK audience?
Definitely. It's fun, it doesn't rely on strict rules or depend on statistics, and I think it will appeal to people who are into playing streetball or have watched it in films or rap videos. We went down to a place called Rucker Park in Harlem NYC where they have these amazing streetball tournaments and we brought a few of the best players back to our studios to do some motion capture. Their animations are just unreal – it's kind of a throwback to the Harlem Globetrotters.

Do *SSX* and *NBA Street* mark the beginning of EA Sports' diversification away from the strict simulation template?
The new EA Sports Big brand has really been defined by the studios here in Vancouver. We all play each other's games and were kind of daring each other to break the rules. I think the defining moment in *SSX* is the feeling of freedom when you pull a big air and go through a double backflip. It's still got the tight structure of a typical EA Sports game, but combined with that sense of release.

What's the best thing about working for a company as huge as Electronic Arts?
The resources. Having come from a company where I had to worry about how I was going to pay people, it's such a relief to be able to concentrate on being creative and making great games.

And what's the worst thing about working for a company as huge as Electronic Arts?
Figuring out how to make an impact and how to influence the direction of the company when there are so many other phenomenally talented people here. But I guess internal competition is healthy! You hear people say that EA isn't receptive to original stuff, but I don't think that's true, you just need to have a lot of conviction about your idea. I look at some of the stuff in the pipeline at EA Canada and there are extreme sports games, there are action games, there are games that take their cues from *The Sims*... there's going to be a lot of original games coming out of here in the next three years.

Do you get to watch live sport regularly in Vancouver?
We did have an NHL team but it looks like they're leaving. The owner is from Chicago and he wants to move the team down to the States – the whole city hates him.

Are there any new sports left out there for EA to plunder for videogame purposes?
I'd like to try a tennis game. Obviously there's *Virtua Tennis* and *Mario Tennis* and those games are real fun, but there's definitely more scope. I'd like to see a good volleyball or beach volleyball game. But what sport hasn't been made into a game? Somebody asked me if I wanted to do a sky surfing game. Like, no way! I can't imagine how that would ever be a good game. Let's see, you jump out of a plane, you spin around in the air and then you land. I think the major thrill of sky surfing is contained in that brush with mortality as you leap out of the plane and that feeling doesn't really come across on a 12-inch monitor. □

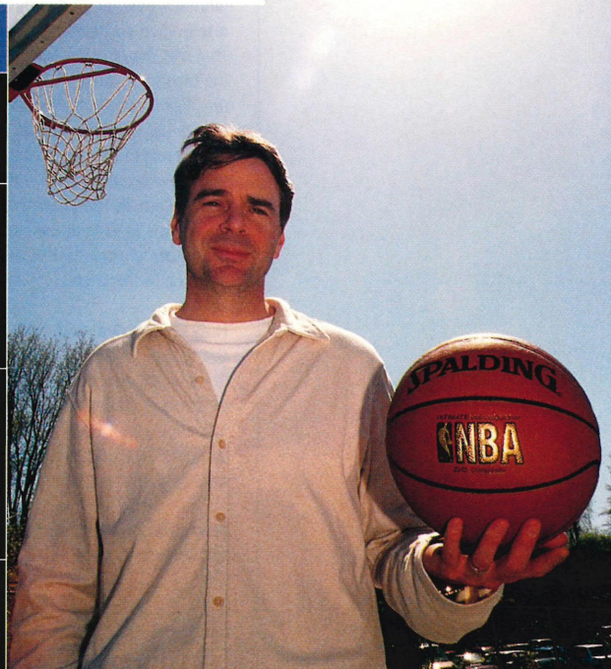
//"Somebody asked me if I wanted to do a sky surfing game. Like, no way!"//

CURRICULUM VITAE

Name: **Rory Armes**
Nationality: **Canadian**
Date of birth: **Some time in 1962**
Birthplace: **British Columbia, Canada**

1989 **Producer/Manager, Distinctive Software**
"It was amazing how many products could be tackled by so few people in those days"
1991 **Founder/President, Radical Entertainment**
"My favourite game produced was *PowerPlay Hockey*"
1998 **Executive Producer & Studio Vice-President, EA Canada** "I work on the high concept behind the games and look into the future of some of the (existing) franchises"

Hobbies: **Spending time with wife and sons, outdoor pursuits, running**
Favourite games: ***Half-Life, Command & Conquer, Age Of Empires, Lost Vikings, SSX***
Favourite film: ***Braveheart***
Favourite bands: **The Beatles, The Eagles, Bob Marley, Green Day, any surf or reggae, Mozart**
Favourite books: ***Lord Of The Rings, War And Peace, Harry Potter, Way Of The Peaceful Warrior***



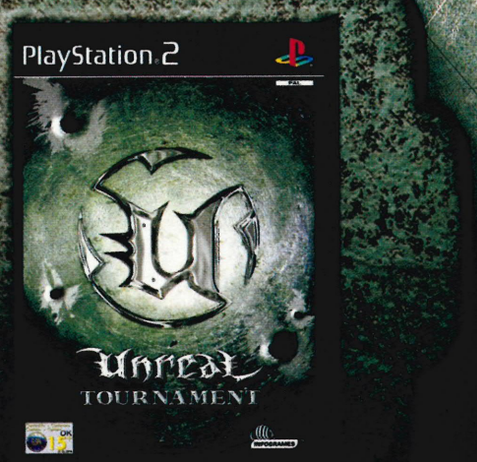
PlayStation 2

INFOGRAMES

BLOOD DONORS THIS WAY.

Give generously.

Pints are lost every day in the Unreal arena.
Tracer sights scan hungrily for scalps.
Whatever moves kills you. Better get armed.
Better get prepared. Standing still is suicide,
breathing is luxury, wits are your lifeline.



Unreal TOURNAMENT

THE GLADIATOR SPORT OF THE FUTURE

DIGITAL EXTREMES

EPIC GAMES

Unreal™ Tournament © 2001 Epic Games Inc. All rights reserved created by Epic Games Inc. in collaboration with Digital Extremes. Published and distributed by Infogrames. Infogrames and the Infogrames logo are trademarks

next month
in the july issue of

PlayStation.2
OFFICIAL MAGAZINE-UK

EXCLUSIVE UK REVIEW!

GRAN TURISMO 3:

IN A SENTENCE? THE WORLD'S GREATEST RACING GAME IS BACK AND BETTER THAN EVER. NEXT MONTH, *OPS2* BRINGS YOU THE DEFINITIVE REVIEW, EXCLUSIVE DVD FOOTAGE WITH A PLAYABLE DEMO TO FOLLOW

PLUS!

MAG CONTENTS

VIRTUA FIGHTER 4, TRIBES 2, TUROK EVOLUTION, SPIDER-MAN, TOO MUCH MORE... THINK THIS ISSUE WAS GOOD? NEXT MONTH, OPS2 HAULS ALL THE HOTTEST PS2 NEWS BACK FROM E3

GET WATER RAGE WITH **SPLASHDOWN**

EXCLUSIVE! CRASH CREATOR JASON RUBIN REVEALS ALL ON **PROJECT Y**

PLUS: WESTWOOD'S PIRATES OF SKULL COVE/**PS2 TIPS**/SEGA LATEST/**DVD REVIEWS**/X-MEN FOR PS2/**MORE**

›› **ALSO REVIEWED:**
ONIMUSHA: WARLORDS
ESCAPE FROM MONKEY ISLAND
THE BOUNCER
NBA STREET + LOADS MORE

ON THE DVD

We're the only magazine to bring you a DVD-ROM disc featuring playable levels of the latest games

OFFICIAL PLAYSTATION 2 MAGAZINE: ISSUE 09
ON SALE: WEDNESDAY 20 JUNE

›› **ORDER YOUR COPY NOW**

LIFE CONTAINS ENOUGH EMBARRASSMENTS WITHOUT YOUR MOBILE BEING ONE.

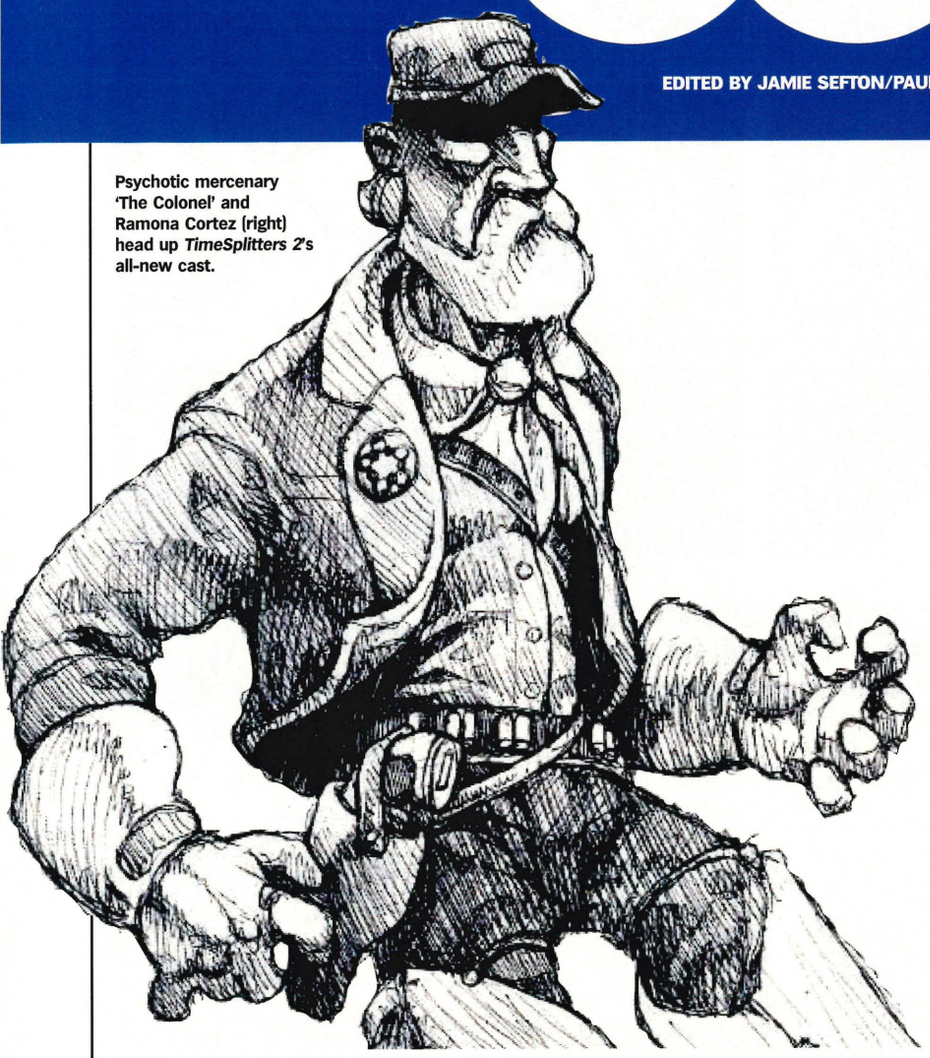
Get the latest stylish mobiles on BT Cellnet Pay & Go.™

SPY

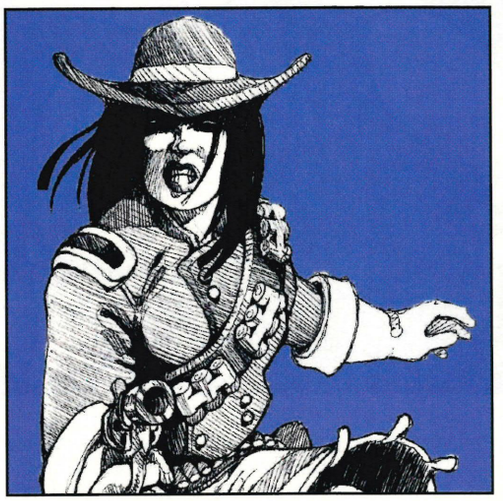
EDITED BY JAMIE SEFTON/PAUL FITZPATRICK

headliners

Water sports fun in *Splashdown* → p45
Deadly conspiracies in *Deus Ex* → p46
Exclusive *Star Wars Racer 2* news → p47
Stunning board-game *AirBlade* → p49
Break the law! *Smuggler's Run 2* → p50
James Bond 007 on PS2 → p54
EA Sports in *FIFA 2002* shocker! → p58

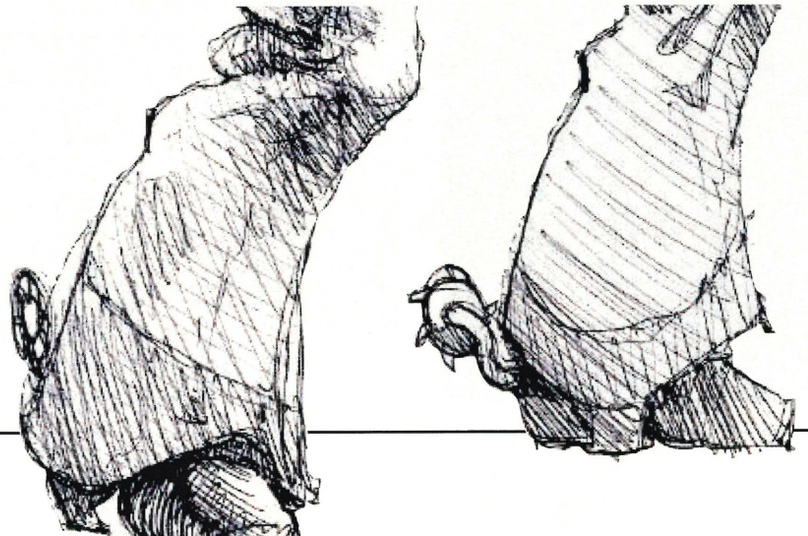


Psychotic mercenary 'The Colonel' and Ramona Cortez (right) head up *TimeSplitters 2*'s all-new cast.



ONE MORE TIME

OPS2 is proud to exclusively announce Free Radical Design's *TimeSplitters 2*.



***OPS2* ALWAYS BRINGS YOU** the biggest videogames first and this month we've secured exciting news of one of the PlayStation 2's first big sequels: *TimeSplitters 2*. Free Radical Design's Managing Director David Doak spoke exclusively to *OPS2* about the team's sparkling new sequel and how it's going to obliterate the PS2 first-person shooter opposition.

"From our point of view it's a chance to do everything better," says Doak. "*TimeSplitters* was done within 18 months of the company being set up and just 12 months on hardware, so the game probably wasn't as ambitious or deep as it could've been because we were very keen to get something out at the PS2 launch." However, Free Radical was obviously pleased with the response to the cartoon-y time travelling 3D blaster, shifting a healthy amount of units, collecting reams of positive reviews (including 9/10 in *OPS2* #01) plus subsequent shooters such as EA's *Quake III: Revolution* adopting *TimeSplitters*' intuitive Dual Shock 2 control setup. Now the talented ex-Rare developer is intent on raising the PS2 stakes further with an action game that surpasses the original in every way.

TimeSplitters 2 expands the time frame of the series considerably, with the earliest level set during the dusty, Sheriff-baiting Wild West of 1850 USA, with others touring futuristic *Forbidden Planet*-style environments, contemporary spy settings and a city overrun with Tommy Gun-wielding gangsters. The team are keeping the idea of many characters battling against evil across numerous time zones, but there'll be much more coherency in the level design, giving the sense that players are travelling to somewhere completely different and not just to another part of the game. "The art guys were really keen on having a lot more visual style and cohesion from the start, so the scene colours, environments and different character sets

Glasto comes back early? Nope, it's a *TimeSplitters 2* Aztec Warrior plus (right) Ms Ilsa Nadir. Cool, yes?

will make the whole thing really hang together," commented Doak. The sequel will have a host of characters, with old favourites such as hip flask swigging debonair Captain Ash turning up, plus new additions including space bimbo Candy Skyler and relations of the original cast, with the daughter of Dr Katje Nadir, Ilsa and 'sexy robot' Gretel Mk II making their bot-destroying debuts.

Although Free Radical's first game was always billed as a simple pick-up-and-play arcade thrash, many people felt that *TimeSplitters*' Story mode wasn't as involving as it could've been with missions that were too simple – run in, shoot, grab an object, run out. So *TimeSplitters 2* will pack in more puzzle-based objectives and a definite plot, although it's not going to be overly complicated. "We're putting much more work into the actual gameplay," Doak continues. "For *TimeSplitters* we probably only had a handful of months at the end of development when we actually had the full thing working and were looking at the gameplay side of stuff. This time we've been thinking about gameplay-specific improvements from November when we started, so it's bound to pay off."

A munitions stockpile that'd make Colonel Gadaffi blush is being prepared for *TimeSplitters 2*, but this time there'll be better balancing and differentiation between the weapons. The dual-fire ability will be expanded upon and the hectic gunfire will light up the PS2 with new advanced graphical effects. Blood and gore is still a no-no, but Doak confirmed that the hit animation in *TimeSplitters* will be improved to make the spotting of successful enemy-blasting a lot easier. "We felt that the quality of the animation in *TimeSplitters* was considerably better to that in *Quake III: Revolution* or *Unreal Tournament*," says Doak. "This time however, there'll be even more variety, with realistic gunplay for example. I'm pretty confident that the animation will be the best you've seen on a PlayStation 2. We see the character side as a big strength of the brand and we're keen on making that as high profile as possible."

//"I'm pretty confident that the animation will be the best you've seen on a PS2"//

Of course the incredibly fast multiplayer deathmatches will return in the sequel, with the team also considering an online option. (See Free Radical Online box). At the moment *TimeSplitters 2* is about 30% complete, but as the seconds tick away to the launch date of Spring 2002 through publisher Eidos, you can be sure that *OPS2* will continue to have all the latest mouthwatering info on what could be a timeless British sci-fi classic. ☐ **JS**

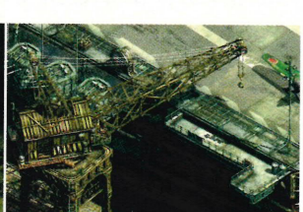
TIMESPLITTERS 2

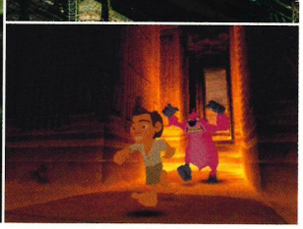
FREE RADICAL ONLINE

Could *TimeSplitters 2* be an online-compatible FPS?

One of the outstanding elements of *TimeSplitters* was the smooth 60fps split-screen multiplayer deathmatches. Free Radical will include this feature again in the sequel, but there's a possibility that *TimeSplitters 2* may also be compatible with the PS2 Broadband/Hard Disk Drive. "The biggest question for PS2 at the moment is what's the online situation," says Doak. "The answer is, 'I don't know.' It's funny. Sega has just gone out of the hardware market and they're the company that has blazed a trail with online games such as *Phantasy Star Online*..."

Free Radical are extremely keen to include a lobby for pre-game chats and online deathmatches in *TimeSplitters 2* – the only thing stopping them is a lack of info. "The sooner the big guys at SCEE can make up their minds, come to us and say 'This is what you can have', the sooner we can get working on it."





(Clockwise from the left) *Legacy of Kain: Soul Reaver 2, Commandos 2* and *Herdy Gerdy.*

EIDOS AT E3

Top UK publisher has more thrilling PS2 titles up its sleeve

As well as the news of Free Radical Design's tremendous sequel, *TimeSplitters 2*, respected British publisher Eidos has a host of other PS2 games that'll be shown at US trade show E3 this May.

- ☐ Core Design's beautiful Disney-esque One Man and his Gromp sim, *Herdy Gerdy*, futuristic action adventure *Project Eden* but no *Tomb Raider: Next Gen.*
- ☐ Pyro Studios' impressive WWII strategy game *Commandos 2: Men Of Courage.*
- ☐ The spectacular soul-sucking series of *Legacy of Kain* titles, *Blood Omen II* and *Soul Reaver 2* from Crystal Dynamics.
- ☐ Attention To Detail's official videogame of next year's Olympic Winter Games, *Salt Lake 2002*, featuring alpine skiing, two-man bobsleigh, ski jump and snowboarding events.
- ☐ Warren Spector's dark conspiracy-laden first-person shooter *Deus Ex* (more info on page 46).

Although no official confirmation has been made by Eidos, *OPS2* believes there's a good chance that bald assassin *Hitman* could soon be making a killing on PS2. Rumours also suggest Eidos will demo a new Yukes Productions (*WWF SmackDown!*) title...

(Main picture) Popping out for a pint of milk in Venice, and (above) jarring off conservationists at the Great Barrier Reef.

(Above) Aloha! Hawaii provides a serene location for you to churn up the sand.

MAKING WAVES

Splashdown takes to the water and the boating world to its knees.

WHAT SSX DID for the reputation of hurtling yourself down a mountain on a plank and what *GT3: A-spec* will do for the experience of screaming around a Tarmac strip in a ton of fuel injected metal, *Splashdown* will do for the often overlooked sport of jet skiing. Rainbow Studios, developer of award winning games such as *Motocross Madness* and the hugely enjoyable forthcoming, *ATV Offroad Fury* is now trying its hand at some high-octane aquatic action and these first screens should give water sports enthusiasts goose bumps.

The game centers around the exploits of a global troop of riders trying their best to perform the most outrageous stunts and notch up the fastest times across a series of courses stretching the globe. This probably sounds familiar if you've played *SSX*, but the handling of the Sea-Doos (the name of the brand of personal watercraft that has been included in the game) is reportedly stunning. Rainbow Studios has gone so far as to motion capture a complete Sea-Doo, a task that would stretch even the most ambitious developing capabilities. The game is also affiliated to the International Jet Sport Boating Association (IJSBA) and the Pro Watercross Tour with international, award winning riders such as Tim McKercher already lending their seal of approval to the game.

Splashdown is coming from strong stock. Rainbow has worked on many titles concerning extreme sports vehicles and has used its experience in the field, as well as an amalgamation of the best bits from *Motocross Madness* and *ATV Offroad Fury* to produce a game that is causing more than a few ripples of excitement. Oh, and the best bit? Just take a look at the water effects in these exclusive shots. Now believe us when we say they look even better moving... We'll have a full exposé of *Splashdown* in next month's issue. ☐ **BL**

BLUE LINES

Wild, Wild Racing **publisher Rage has won the licencing rights to produce videogames based on the Sylvester Stallone fantasy boxing movie series *Rocky* ›› In other Stallone news, Bam! Entertainment is to make a PS2 game based on his latest Hollywood opus, *Driven*, for release this Autumn ›› Koei has announced that *Kessen III* will feature PS2 online battles. No UK publisher yet**

PROJECT WHAT?

Crash creators Naughty Dog will unleash the top secret *Project Y* at this year's E3. *OPS2* gets to guessing.

AS THIS ISSUE'S SPY section shows, we've done our level best to bust all the exclusives to be shown at this year's E3 trade show. *TimeSplitters 2, Deus Ex, FIFA 2002, Splashdown*... We've nabbed them all but one game remains mysteriously out of reach – *Project Y*.

Developed by Naughty Dog, the creators of the bestselling *Crash Bandicoot* games for PSone, *Project Y* has been talked about in whispers for well over a year now. The first *OPS2* heard of the game was when the now Sony-owned Naughty Dog's Co-President Jason Rubin confided to this writer that he was working on a PS2 game at last year's PlayStation Festival 2000 in Tokyo. And after that? Silence. Despite *OPS2* popping in on the Dog's Santa Monica HQ while over in America for *Tony Hawk's 3* (see page 90) lips remained sealed. Here's what we do know – and what we think we know...

☐ Just because it's called *Project Y*, don't expect the game name to begin with a 'Y'. *Crash Team Racing*, Naughty Dog's last PSone title, was originally called *Project X*. And no, we don't know what *Project Z* is...

☐ The game will feature a brand new character. *Crash Bandicoot* is and always has been owned by Universal, who have employed Traveller's Tales to bring the jumping marsupial to PS2. See page 20 for more.

☐ Rubin has confirmed that *Project Y* will be a "character action game". Naughty Dog have been working on the title for over two years now, and have used techniques from their PSone games to create a 3D world. The game will also use the free-roaming camera angles as first attempted in *Crash Team Racing*.

☐ Rubin is quoted as saying the game will "be moving up in age group" and that instead of a 3D adventure, Naughty Dog will "stick with the action" the developer being a big fan of the pick-up-and-play aesthetic.

☐ So is it free-roaming or are there set levels? No-one's saying anything but don't expect to see the on-rails gameplay of *Crash Bandicoot* repeated. Self-confessed Japanophile Rubin is a huge fan of Nintendo's Shigeru Miyamoto (*Mario, Zelda*) and *Crash* has followed the same route as *Mario* – three platformers, one racing title and a party game. *OPS2* suggests Naughty Dog will again follow *Mario* and make a freeroaming adventure.

☐ As the array of toys available attests, *Crash Bandicoot* was the closest Sony had to a *Mario*-style mascot for the PSone, and it wasn't even owned by them. This time round, Sony will own the character so expect to see *Project Y*'s character a lot more. Rubin has already said in online interviews that he can see sequels or even "multiple genres with the character".

☐ Web sites and newsgroups have been surprisingly quiet on the rumour front, with only a bunch of fake screenshots showing up and no game details. Sadly, we're in the dark as well but from the whispers we have heard, *OPS2* suggests *Project Y* will feature *Mario*-esque free-roaming worlds, fast-paced action, cartoon looks, the vehicles that were so good in *Crash 3* (Rubin is a huge racing fan and *CTR* was a big success) but no online capability, Naughty Dog preferring to concentrate on PlayStation 2's internal power before heading off into the hazy world of broadband. ☐ **MG**

*OPS2 *will bring you the lowdown on* Project Y *next month, with a huge interview with Jason Rubin plus, on our DVD disc, an exclusive video feature on the game with interview, history and the world's first footage of* Project Y. *Until then we'll all have to keep guessing...*

TOP SECRET
PROJECT Y

SPY

LIST

Five automotive games where overtaking isn't the only way to get ahead.

›› Twisted Metal Black

Shaping up to be *Jacob's Ladder* meets beat-'em-up with brake pads and wing mirrors, *TMB* is taking the popular car combat franchise and going deeper and darker than ever before. Expect mutating vehicles, furious arena showdowns and a lot of blood on the upholstery.
Marque: The sexy Sentient Aston Martin

›› Downforce

Bored rigid by dull racing sims? In the near future, so are the drivers. *Downforce* will feature adrenaline crazy Formula One drivers breaking away and setting up their own no-holds-barred competitions. Hardcore street circuits will have multiple routes and drivers will compete in heavily modified F1 cars. Oh yes.
Marque: Tweaked McLaren

›› Motor Mayhem

Love *Quake III* but hate all that leg work? Then *Motor Mayhem* is just up your wreckage and corpse strewn street. Book your place in the Vehicle Combat League and you'll get to make chassis-tartare of the opposition with extreme prejudice, DVLA worrying hardware and all with the help of your very own in-car sidekick. Now there's lovely.
Marque: Supercharged Yugo with cruise missiles

›› CART Fury

Crashing through the arcade cabinets and spinning PS2-wards *CART Fury* takes licensed F1 cars and fuels them with instantly gratifying playability. Flaming power-ups, jumps, short cuts and debris on real world tracks suggests thrill junkies are in for more than the ride of their lives.
Marque: Williams with flaming slicks

›› Rumble Racing

This is *SSX* for petrol heads. Race against opponents who will stop at nothing to beat you, and since that includes ice bombs, force field rams and track clearing tornadoes you've got your work cut out! Still, you can always return the favour. Read our review on page 116 now.
Marque: Mustang with sickbags.

Five racers that won't start.

4x4 Evolution
The fun factor seems to have gone over the hills and far away.
Driving Emotion Type-S
Telepathy may help to steer the cars, but the controls sure as hell don't help.
RC Revenge Pro
Just buy a real remote-control car.
TG Dare Devil
Collecting coins around city streets is a cool idea. Oh, it's the only one.
Midnight Club
Could have been *Smuggler's Run* in the city. Eclipsed by its country cousin.

DEUS NEXT-GEN

Ion Storm's BAFTA award-winning *Deus Ex* hits PlayStation 2.

Gun by Magnum, sidies by Stardust, coat by Manson... Welcome to the world of *Deus Ex*.

LACKLUSTRE FIRST-PERSON SHOOTER *Daikatana* on PC and N64 was not the start that Jon Romero, co-creator of *Doom* and *Quake*, wanted for his new company Ion Storm. However, the Texas-based games developer soon scored a massive critical and commercial hit with its less-hyped 3D action/RPG hybrid, *Deus Ex*, by legendary producer of the *Ultima* series and sci-fi title *System Shock*, Warren Spector.

Now, this superb globe-hopping future-noir adventure is coming to PS2, with a host of new additions including a redesigned interface and better graphics, that'll reward owners of Sony's console with unprecedented depth of gameplay. In *Deus Ex*, you take on the role of an agent working for a large corporation called UNATCO, that has to prevent a terrifying conspiracy to hijack shipments of a valuable antidote to a strange killer virus called the Grey Death.

What sets this first-person shooter apart from others of its kind is the heavy RPG elements, that involve your character talking to over 100 NPCs, improving your set of skills through training and upgrading your body with Steve Austin-like 'augmentations'. Depending on what skills you want your character to have, these microscopic nano-bots dash around your body giving you stronger legs for more speed, superhuman eyesight for better night vision or even resistance to fire.

Spector wanted *Deus Ex* to put power back in to the players' hands so the game incorporates a rich world with multiple solutions for puzzles, real-life interaction with objects, plus missions where the minute-by-minute gameplay is different for every player. *Deus Ex* is scheduled for an Autumn 2001 release through Eidos – *OPS2* will have more exclusive details on this must-have title next month. ☐ **JS**

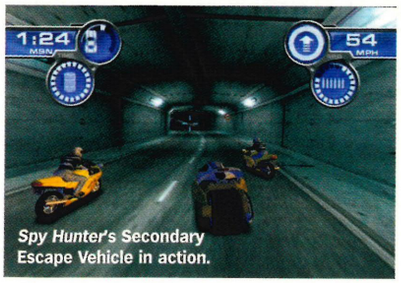
Although these PC shots are impressive, *Deus Ex* on PS2 will have better animation and graphics.

TUROK evolution

BLUE LINES

Namco's *Ridge Racer V* has turned platinum, becoming the first PS2 game to sell one million copies in Europe ›› STOP PRESS! Just before deadline, Acclaim has exclusively revealed to *OPS2* that their dark first-person-shooter *Turok* is moving from N64 not to GameCube, but to PlayStation 2. Titled *Turok Evolution*, the game has been in development for over 14 months and isn't set for release until summer 2002. Set in the temporally-confused and dangerous Lost Land, it's your job to hunt dinosaurs before they hunt you. More next issue!

A much less peaceful way of sailing the Venice canals.



Spy Hunter's Secondary Escape Vehicle in action.

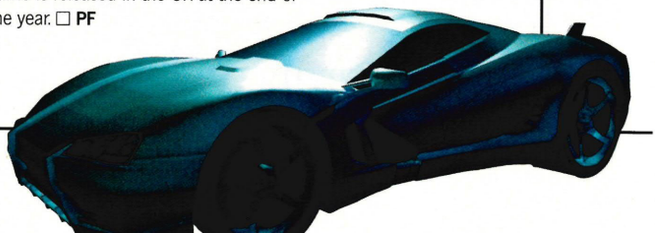
COVERT OPERATION

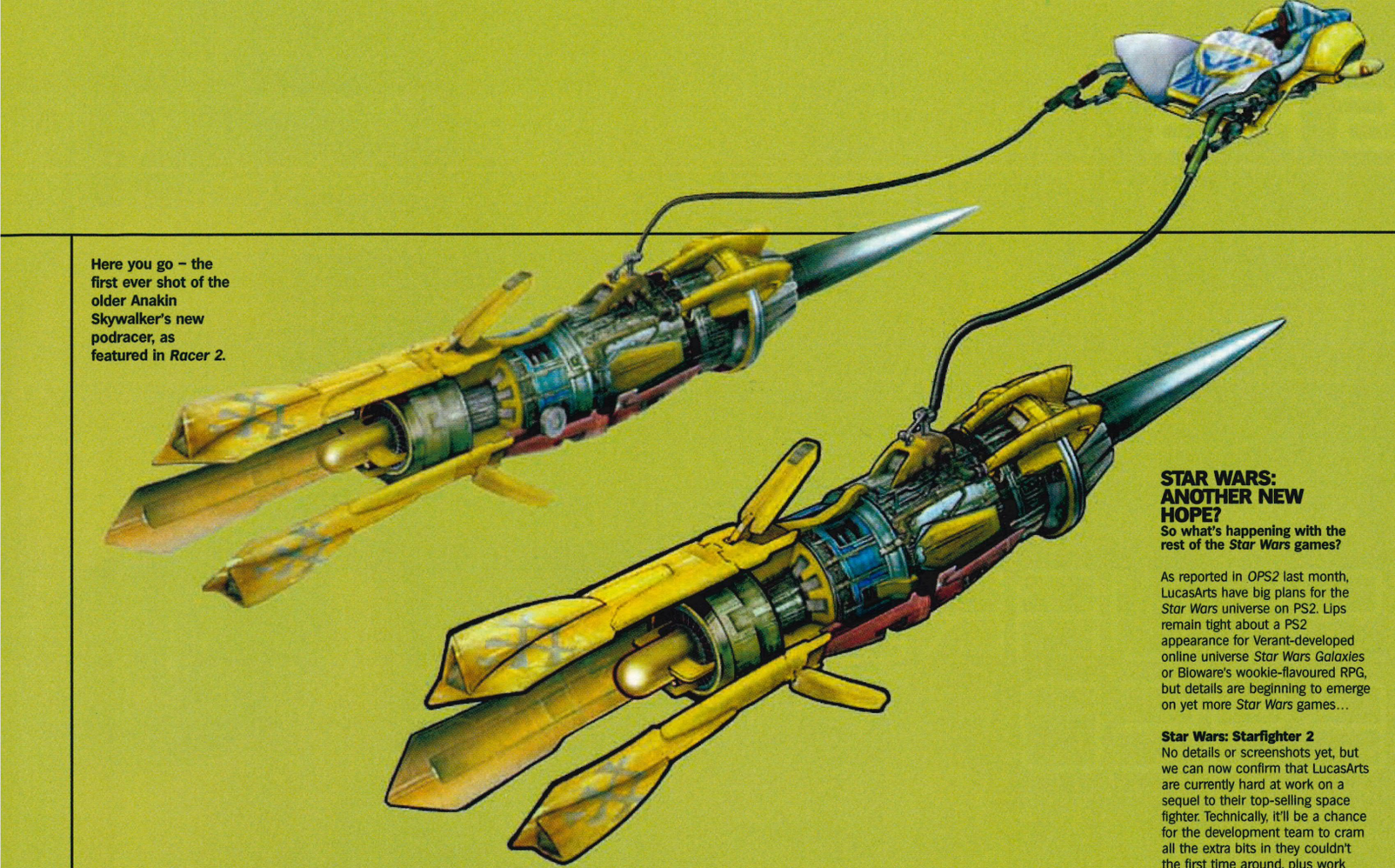
Spy Hunter isn't so much a sequel, more a total rebuilding of the arcade classic.

GUNS AND CARS. Cars and guns. However you look at it, they're a potent combination in the testosterone heavy world of videogames. And in Midway's next-gen follow up to its 1983 arcade coin gobbler, they're fusing once more in an intoxicating cocktail that's promising two parts high-octane racer, one part shoot-'em-up and a twist of Bondian gadgetry shaken, not stirred. When we got an exclusive first look at *Spy Hunter* (reported back in issue #04) the game was scarcely into playable territory but exhibited an impressive lick of speed and some nice visual touches even then. Six months later and the new 3D *Spy Hunter* is coming along very nicely indeed.

Eschewing the original game's 'never ending race', the sequel has a definite mission structure upon which the meat of the game action hangs. Title Producer, Mike Gottleib explains what this means, "If the Spy Hunter is truly talented, he will manage to complete multiple objectives assigned to him on each level. They range from tracking a NOSTRA truck convoy to destroying a prototype helicopter to finding a secret NOSTRA base and disabling it. All of these new gameplay elements are combined with the high speed action of the original game." This action sees the player speeding through international locations from Venice and Germany to the Panama Canal at the wheel of a weapon touting super car that transforms into an equally awesome powerboat the instant it touches the water. Impressive as that is, the Interceptor has more tricks up its wheel arches.

Take enough damage from the NOSTRA agents and you can escape your crippled car/boat in its SEV (Secondary Escape Vehicle) With ruthless enemy AI and opponents coming at you from land, sea *and* air, it's an option you may be using again and again when the game is released in the UK at the end of the year. ☐ **PF**





Here you go – the first ever shot of the older Anakin Skywalker's new podracer, as featured in *Racer 2*.

STAR WARS: A NEW HOPE

OPS2 talks exclusively to LucasArts about *Star Wars Racer 2: Revenge*.

RELEASED FOR THE Mac, PC and N64 back in May 1999, *Star Wars Episode I: Racer* was the PlayStation game that never was. While early noises indicated a PSone outing, the game never materialised. The N64, Mac and PC ended up with an almost-spitefully fast podracing game that made *WipEout* look like *South Park Rally*, while waiting PSone owners got *Star Wars Demolition*. Exactly.

The good news is that *Racer* will be coming to PlayStation 2 in the form of *Star Wars Racer 2: Revenge*. Revealed exclusively to *OPS2* on a visit to LucasArts' HQ, Associate Producer for *Star Wars Racer 2: Revenge* Dale Geist spilled the spacebeans.

"The original *Star Wars Racer* was pretty compelling," says Geist. "You were in these great pods, with two huge turbine engines racing at speeds up to 600mph. We want to keep what was successful about the first *Racer* and then add a couple of things that people wanted the first time out but didn't get. The biggest one is pod-to-pod banging. In the *Episode I* movie, there was a lot of ramming pods into walls and people cutting you off – it'll add a whole new element of excitement to the game. We're also building five brand new planets, new pods, eighteen brand-new tracks.

"In the original *Racer*, the two engines were one unit that never moved independently – they never came close together or anything," continues Geist. "In *Racer 2*, they are independent units. The cockpit is also independent, with the pilot leaning and moving as it goes round corners."

So who's in the game? Most of the pilots from the original *Racer* will reappear – expect Ark 'Bumpy' Roose and Ben Quadinaros – while the game's *Revenge* subtitle refers to the infamous Sebulba. Deposed by Anakin Skywalker in *Episode I*'s podracing sequence, Sebulba is back with a brand-new pod and a determination to reclaim his throne.

Who will he be racing against? "What we may be able to do is in the opening text crawl say that while he's in his padawan training, Anakin went back to his beloved podracing..."

//"We're building five new planets, new pods and eighteen brand new tracks"//

Does this make *Racer 2* the first *Star Wars Episode II* game?

"It was appropriate to use *Episode I* in the title of the first *Racer* as it branched off directly from that movie's podracing scene. This game is happening eight years later, so it's a little closer to *Episode II*'s time frame but it doesn't tie into the movie itself."

Racer 2: Revenge is however a chance for *Star Wars* fans to see what has happened to Anakin after the Gungan party on Naboo. According to Geist, "Podracing has become somewhat more aggressive and the pods have got beefier. If people see *Racer 2* and want to draw parallels with *Episode II*? I don't see any damage being done there at all."

All of which, as *OPS2*'s exclusive look at *Racer 2: Revenge* attests, leaves us waiting for a balls-out *SSX*-meets-*WipEout* racing game featuring the best hot rods never made, but also the chance for the tiniest glimpse at the hottest movie of 2002. Come this winter, fingers crossed, we'll see just how much of *Episode II* is in *Racer 2*. Here's hoping. ☐ **MG**

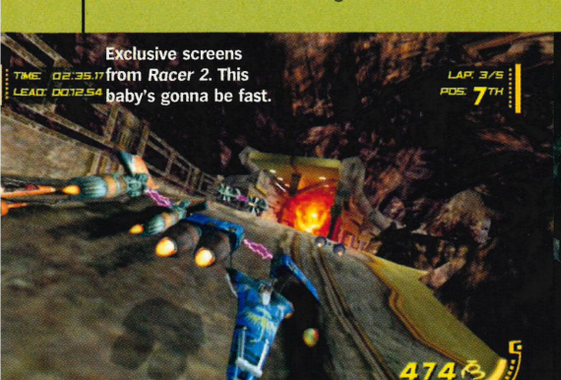
STAR WARS: ANOTHER NEW HOPE?

So what's happening with the rest of the *Star Wars* games?

As reported in *OPS2* last month, LucasArts have big plans for the *Star Wars* universe on PS2. Lips remain tight about a PS2 appearance for Verant-developed online universe *Star Wars Galaxies* or Bioware's wookie-flavoured RPG, but details are beginning to emerge on yet more *Star Wars* games...

Star Wars: Starfighter 2
No details or screenshots yet, but we can now confirm that LucasArts are currently hard at work on a sequel to their top-selling space fighter. Technically, it'll be a chance for the development team to cram all the extra bits in they couldn't the first time around, plus work with new PS2 technologies. Thematically, it will hopefully continue the adventures of Rhys, Vana and Nym and, much like *Racer 2*, allow us all a tiny preview of the kind of *Star Wars* universe we can expect for *Episode II*.

Star Wars: Bounty Hunter
If we are to believe online reports, April saw LucasArts officially registering trademarks for both '*Bounty Hunter*' and '*Star Wars Bounty Hunter*' under the category of 'videogames'. Inevitably, this game will be heading to at least one of the next-gen consoles. A *Bounty Hunter* title is bound to be popular – visit the likes of **Slarg's Star Wars Bounty Hunter Page (www. geocities.com/Area51/Vault/7271)** to see how far fans are prepared to go. As for which bounty hunter it could be? *OPS2*'s favourite is Boba Fett, who returns in next summer's *Episode II*, but an outside bet would have to be Aurra Sing – the female bounty hunter with the flame-red hair, the deathly pallor and the bloody great gun.



Exclusive screens from *Racer 2*. This baby's gonna be fast.

Meet Aki, saucy star of *The Spirits Within* and cover girl for this month's *Maxim USA*. True!

SQUARE EYED

OPS2 takes a look at the latest *Final Fantasy: The Spirits Within* trailer. Trust us, this is gonna be massive...

ONLY 17 MINUTES of footage were shown but the presence of producers Chris Lee and Jun Aida, flown in from Hawaii, show that Columbia TriStar is taking its responsibilities for the first all computer generated animated motion picture very seriously indeed. And with good reason – *Final Fantasy: The Spirits Within* is by all accounts a ground-breaking achievement. As Chris Lee puts it, "Many of Square's videogames are cinematic in nature but this is a revolutionary step. What you see on screen aesthetically is the convergence of gaming and film making."

Five snippets were previewed. Set on Earth in 2065, energy sucking aliens have taken over the world. Some shielded areas remain however, and in the ruins of New York, Dr Aki Ross and her mentor Dr Cid have developed a controversial wave theory of energy. Terminally infected herself by the invaders, Aki searches for the eight spirit waves which she must combine within herself to defeat the aliens and survive. Protected by Captain Gray Edwards and the Deep Eyes squadron, Aki also finds herself fighting against the militaristic General Hein whose plans could lead to the destruction of the Earth.

Overall, the film has a similar tone to *Final Fantasy VII* – no surprise seeing work began soon after *Final Fantasy* creator Hironobu Sakaguchi completed the game. Of the many parallels, most notable is the Aeris-like figure of Aki, in whose sacrificial body the fate of the planet rests.

At its highest quality, each frame of the film consists of 430 layers, which model atmospheric details such as dust particles and lighting effects. In one beautiful scene, Aki fires a flare that fills the screen with hundreds of glowing lights. And despite the film being 100 per cent digital, camera effects such as depth of field and motion blur have been emulated to create a truly cinematic experience. The visuals are stunning, with incredible attention to detail. Aki is particularly impressive. "Aki has 60,000 hairs on her head. This alone used up 20 per cent of our rendering capabilities," boasts Chris Lee.

And this is just the beginning. In the the future, Square plans to use its investment in technology in further projects. "Sakaguchi-san is considering using Aki in another movie but playing another part," Chris Lee reveals. The future starts here. □ JJ

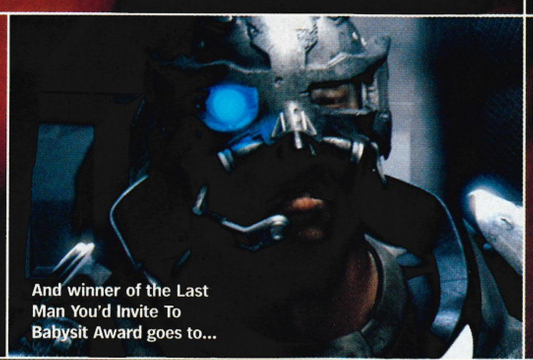
//"What you see on screen is the convergence of gaming and film making," Producer, Chris Lee//

One of the Deep Eyes soldiers who'll be helping our Aki out.

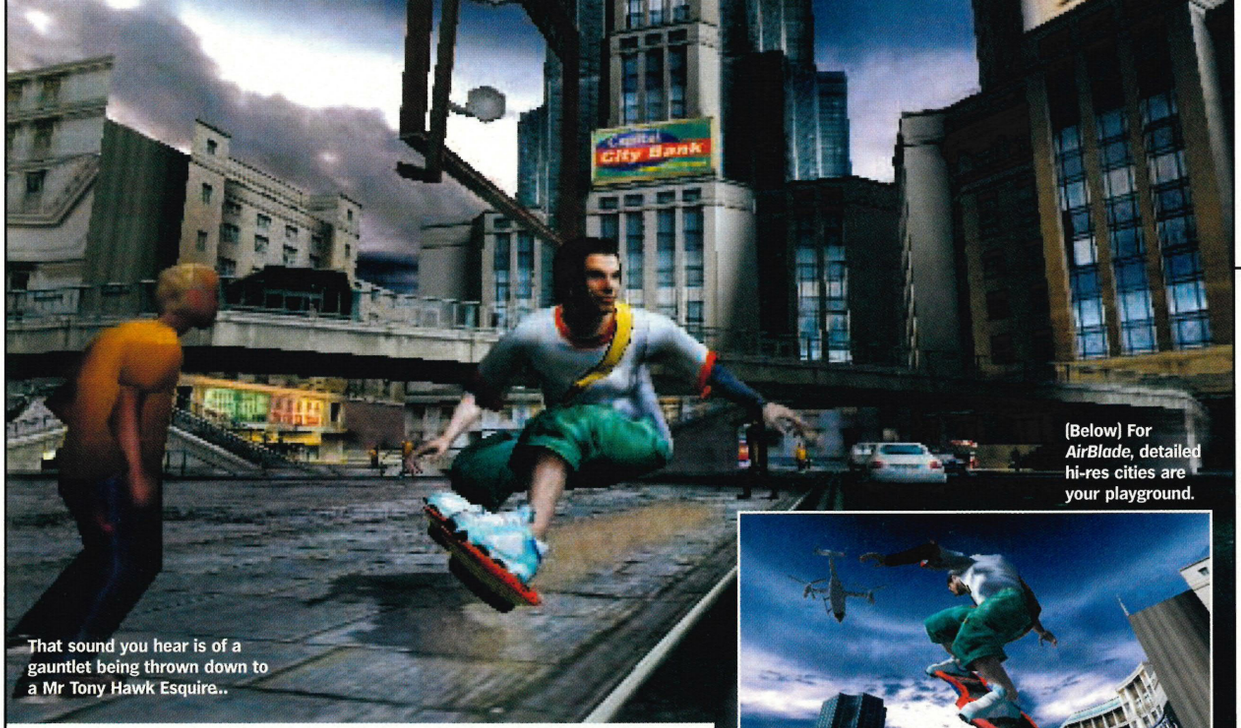
THE FANTASY BEGINS

That 17 minute trailer in brief.

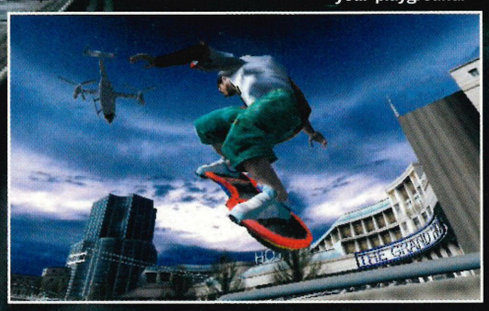
Snippet One: New York is in ruins. Aki locates a spirit. Soldiers drop from a gunship. They try to stop her. She escapes as aliens attack. She finds the spirit, and as more aliens attack, escapes with the soldiers. Snippet Two: Aki talks to Dr Cid who tells her to beware. Snippet Three: Aki goes looking for another spirit. Huge flying aliens attack and destroy a soldier. Aki escapes and is chased by the aliens. Aki is arrested and wounded. Gray rescues her and takes her to Cid. Snippet Four: Gray enters Aki's dreamworld to stop her dying. General Hein orders Aki and Cid to be stopped. Snippet Five: Gray fights a huge alien. Aki and Cid rescue him. They fly into space.



And winner of the Last Man You'd Invite To Babysit Award goes to...



That sound you hear is of a gauntlet being thrown down to a Mr Tony Hawk Esquire..



(Below) For *AirBlade*, detailed hi-res cities are your playground.

GRAVITY SUCKS

OPS2 gets the scoop on Criterion's fabulous *AirBlade*.

IF ANYONE IS IN DOUBT about the power of PlayStation 2, they should twist their eyeballs around these exclusive screenshots. *AirBlade* is the new hoverboarding game from Criterion, the developer who created the criminally-underrated *TrickStyle* for PC and Dreamcast (and also earmarked for a PS2 port).

AirBlade is a plot and mission based game starring Ethan, an extreme sports addict who gets his hands on a prototype anti-gravity hoverboard from his scientific genius/best mate, Oscar. The pair are resisting the evil GCP Corporation, who are desperate to keep Oscar's top-secret limitless energy technology under wraps, as it could spell the end for the company's oil-based industries. Players will be able to ride the air itself, reaching terrifying speeds and pulling off a huge collection of gravity-defying stunts.

Criterion promises a stiff learning curve, but assures gamers that once mastered, *AirBlade* will provide a boarding experience that'll thrill action-seekers as well as those wanting fleshed-out characters and intriguing storylines. From the graphics quality on show here, it's obvious that the company know their PlayStation 2 inside out, especially after producing their bespoke polygon-pushing middleware that has been used on games as good-looking as *Rayman Revolution*.

Expect *AirBlade* to boast speedy frame rates, complex animation and particle effects exploding on the screen as beautifully as a whole gaggle of *Fantavisions*.

Although Criterion are keeping tight-lipped on certain details, *OPS2* reckons there'll also be a chance to thrash your mates in a series of split-screen multiplayer challenges. We can't wait. *AirBlade* (to be published by SCEE) and Criterion's other PS2 title, the arcade racer *Shiny Red Car* (featured in issue #04) are guaranteed to burn a few holes in gamers' pockets when releaseds later this year. We'll bring you exclusive updates on both games next issue. ☐ **JS**

NEWS OF THE WORLD

THIS MONTH: SPAIN

VIDEOGAMING ON A GLOBAL SCALE

450K PS2s are expected to appear in Spanish homes before 2002.

Since 1995, when the original PlayStation reached the Spanish shelves at a retail price of around (£288) the videogaming market has experienced a tremendous boom, both in unit sales and magazine releases. During the first month after its launch on 24 November, 75,000 PS2s were sold, and by Christmas it was almost impossible to lay your hands on the new console if you hadn't previously reserved one. 120,000 people own PS2's in the Iberian Peninsula, and it's expected that 450,000 more units will be sold within a year. **MONICA BASSAS**

Top 10 Spanish PS2 games

1. Zone Of The Enders
2. Moto GP
3. NBA Live 2001
4. SSX
5. FIFA 2001
6. Shadow Of Memories
7. Oni
8. Tekken Tag Tournament
9. Street Fighter EX3
10. Knockout Kings 2001

Chart source: Centro Mail (05/01)

FIVE SANGRIA SPILLING FACTS ABOUT SPAIN

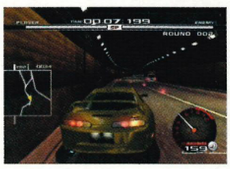
1. The town hall of Barcarrota set up a free public telephone allowing anyone in the small village to phone and vote for their man against the other two contestants in the Spanish Big Brother show.
2. After being worshipped for more than a century, scientists have proved that the Catalan figure of La Moreneta (The Dark-Skinned) is a wooden carving, painted black at the end of the 18th Century.
3. The regional Government of the Balearic Islands is to impose a nominal tax of one Euro per person per day to hoteliers for the damage to the environment wrought by hammered holidaymakers.
4. Javier Irureta, Coach of last year's La Liga winner Deportivo De La Coruña, was the first Spanish football manager to achieve this success after 15 years of foreign supremacy.
5. A survey by the Durex company revealed young Spaniards only rank higher than Singaporeans in their lovemaking frequency, with 66 shags each year (the world average being a mere 98.)

gallery

The latest screens from the latest games...

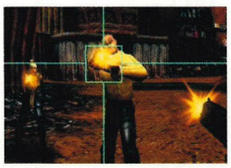
TOP GUN
Publisher: Titus Interactive
Release date: November

Yes that *Top Gun*. With graphics this sharp, a 15 year delay is forgivable. Fly 30 missions in the US Navy's top 'birds' over three decades of conflict from the Seventies to the present day.



TOKYO EXTREME RACER
Publisher: Ubi Soft
Release date: August

The urban racer's beat-'em-up of choice. Challenge one opponent (from a possible 300) around the original Asian megalopolis and maintain the lead until their health bar drops to zero.

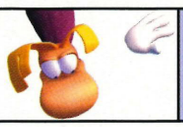


ROBOCOP
Publisher: Titus Interactive
Release date: November

Everyone's favourite tin-plated rozzer is getting the first-person shooter treatment. A total of 15 investigations, advanced adaptive AI and some very noisy hardware are promised when Murphy hits the streets of Detroit once more.

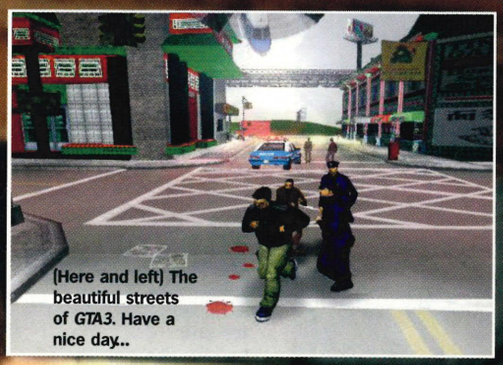
WORLD CHAMPIONSHIP SNOOKER
Publisher: Codemasters
Release date: September

Enjoy the advanced ball physics in a quick game or as a novice working your way up from smoky practice halls to the smoke-free arenas of the Crucible.

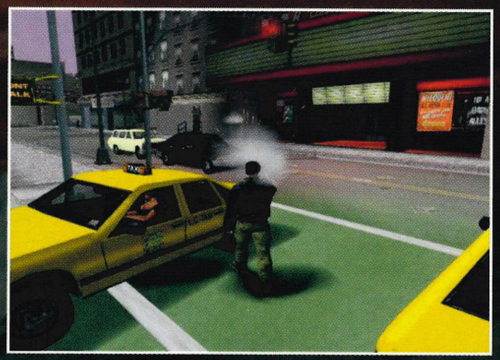


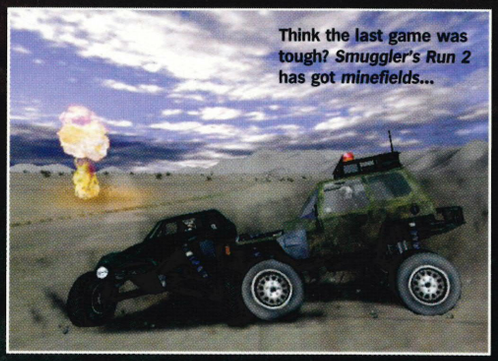
BLUE LINES

More limbless cartoon character antics with Ubi Soft's announcement of *Rayman M*, a special multiplayer edition of their platforming Frenchie » Widescreen Games is currently developing a 3D action adventure for PS2 based on Frank Herbert's infamous novel *Dune* » Vista Group has acquired the rights to produce videogames based on Ang Lee's Oscar-winning action film *Crouching Tiger, Hidden Dragon* » *Time Crisis II* has the PS2 in its sights with Namco aiming to bring its popular Light Gun franchise to Sony's new console



(Here and left) The beautiful streets of *GTA3*. Have a nice day...





Think the last game was tough? *Smuggler's Run 2* has got *minefields*...

MEAN STREETS

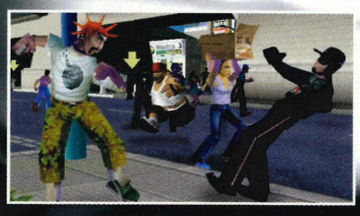
GTA3 heads up Take 2/Rockstar's brace of PS2 law breakers.

A DISUSED SWIMMING POOL on the outskirts of Munich may seem like a dowdy venue for publisher Take 2 to showcase its upcoming Rockstar games *Grand Theft Auto 3* and *Smuggler's Run 2*. Fortunately, the hotly anticipated titles appear to be coming along swimmingly.

GTA 3 is already looking very impressive in its new 3D incarnation and even though developer DMA Design has thoughtfully included the franchise's famous top down view it's extremely unlikely you'll be using it for anything other than a brief car-jack down memory lane. In the game's excellent driver's eye view, the car's cabin is permanently on the periphery of your vision. Look behind you, and you can even see your passengers looking listlessly out of the window. It's a single detail that speaks volumes about the quality of innovation throughout *GTA*'s leap into next-gen territory. Starting as a double-crossed lowlife in Liberty City, *GTA3* has you out for revenge, progressing through the ranks of the criminal fraternity and changing underworld allegiances almost as frequently as you aggressively exchange cars with members of the public. And with an organic mission structure it's very much up to you how you do it. Certain jobs will unlock new areas of the city, but otherwise you choose the if, how and when of your illegal activities. To cap it all the on-foot sections of the game are anything other than pedestrian. An impressive arsenal is at your disposal from the humble fist to the positively fashionable sniper rifle – and with gang members everywhere you'll need it.

//*GTA3*'s impressive arsenal consists of everything from the humble fist to the more fashionable sniper rifle//

Earlier in development is Take 2's other forthcoming title, *Smuggler's Run 2: Hostile Territory*. Fans of Rockstar's sleeper hit will already be familiar with the game's premise: driving contraband over huge 3D environments while avoiding the authorities. *Smuggler's Run 2* however, transplants the action from the relatively benign US border to the more hostile badlands of Afghanistan and Vietnam. This time death, not arrest will be your ultimate penalty with armed adversaries, minefields and the occasional avalanche standing between you and a successful drop off. There is also a new range of transport options (including a quad bike) and heavily overhauled visuals. Now if Rockstar can resist tinkering with the original game's excellent playability then there's a good chance many more players will be getting the booty call when it hits the shops this winter. ☐ **PF**



WHERE THE STREETS HAVE NO SHAME

Now *GTA* is part of the gaming establishment it's up to *State Of Emergency* to be the bad boy.

Treading that fine line between tastelessness and appealing audacity in 18 lace DMs, *State Of Emergency* is set to take the beat-'em-up to Cecil B De Mille extremes with the gaming world's first riot game. Set in the lawsuit unreachable 'near future' *SOE* features four expansive cities and over 20 missions that will have you trying to destabilise the oppressive American Trade Organisation the only way you know how: by trashing the place and taking part in brawls with up to 100 other characters. With looting encouraged and all manner of weapons to tip the balance against the status quo *State Of Emergency* is bound to raise a few hackles. As for the game. It looks like it's going to be a riot. *SOE* is being developed by VIS and is being slated for release early in 2002.

FUR FIGHTERS

VIGGO'S REVENGE

" Fluffy Warriors, heavy artillery, kidnapped babies, evil cats, teleportation - and that's just the first ten minutes. Are you ready to enter the crazy cartoon world of Fur Fighters? "

Official UK PlayStation 2 Magazine May 01

"John Woo meets Hong Kong Phooey - get ready to knock the stuffing out of each other "

No. 1 - PSM2 Most Wanted Chart

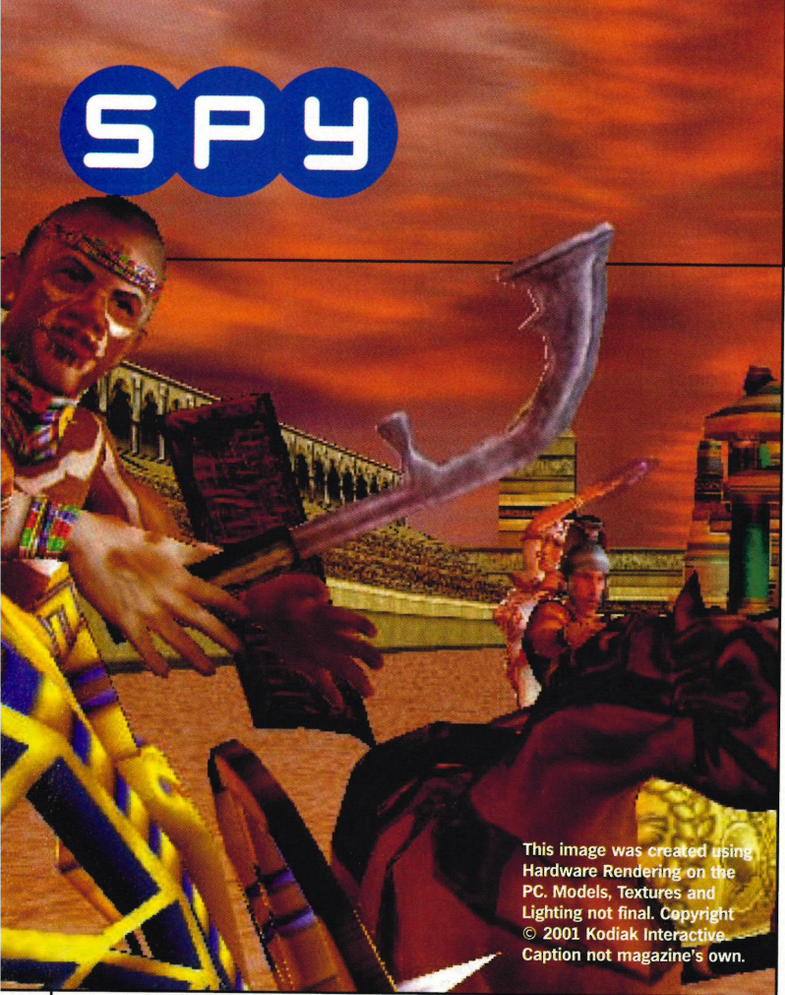
PSM2 June 01

Acclaim®

PlayStation®2

BIZARRE CREATIONS

Furfighters™ Viggo's revenge and Acclaim® © 2001 Acclaim Entertainment, Inc. All rights reserved. Developed by Bizarre Creations LTD © 2001 Bizarre Creations. All rights reserved.



This image was created using Hardware Rendering on the PC. Models, Textures and Lighting not final. Copyright © 2001 Kodiak Interactive. Caption not magazine's own.

RUNNING AWAY TO THE CIRCUS

Kodiak Interactive is standing on the shoulders of giants with its chariot racing fighter *Circus Maximus*.

THE QUEST FOR INNOVATION in established videogame genres looms large with Kodiak Interactive's delightfully lo-tech spin on the racing game. *Circus Maximus* embraces the current vogue for vehicular showdowns with a side order of combat (see The List on page 45) but taps into the post *Gladiator* surge of interest in all things ancient and Roman for its main inspiration. Yup, it's a driving game with chariots instead of cars.

Gamers will find themselves at the reins of a chariot pulled at break-neck speed by two foaming stallions in arenas dotted around the empire from frozen Germania to the sunbaked titular race track in Rome. Simple races are out of the question though. As well as testing your skills at driving a chariot, you'll also have to chose your co-pilot, who has to defend the chariot from attacks and in turn put a stick (quite literally) in the opposition's spokes.

Producer Tony Simerman is understandably excited. "The player can mix and match from 10 different teams that allow him to take ownership of the characters. So, you can choose a swift Egyptian chariot to be drawn by a pair of Germanic heavy horses. As a driver, you might want an aggressive 'Hun' to pair with a beautiful Amazonian warrior. And each co-pilot has his or her signature weapon ranging from traditional hardware of the period like a Trident, to fantasy pieces like a jawbone-axe."

Single players will control both team members but two- and four-player games encourage the kind of cooperative play usually only seen in sports sims. Add to this Kodiak's ultimate aim of network play, and *Circus Maximus* could well receive a thumbs up when it enters the PS2 arena later this year. ☐ **PF**

THE GRID #07: The PS2 games coming to a multiplex near you...

	Why a film?	The pitch?	The talent?	Who's at the helm?	Coming to a theatre near you?
Duke Nukem	Since action movies got all brainy with *The Matrix*, the genre has been sorely lacking a cigar chewing, gun toting, quip firing sack of muscle to raise up as its champion. Who better than Mr D Nukem Esq to fill the void?	An alien ship is headed on a collision course with Earth. Who can possibly save the day in time for a frame of pool and a kebab? Think *Commando* meets *Rambo* meets *Stargate* whilst thumbing a copy of *Sports Illustrated*.	Rumour has it the role of Duke has been offered to none other than *WWF* wrestling superstar turned thespian (*The Mummy Returns*) the one and very only, The Rock.	Paul Verhoeven (*Total Recall*/*Starship Troopers*/*Showgirls*) was born to direct this un-PC steroid puppy.	A draft story has been knocked out and while the project is currently in development limbo, if all goes well, it could go into full production later on this year. No really.
Resident Evil	What with a zeitgeisty über-plague plot, multiplex friendly horror themes and filmic camera angles, it was only a matter of time before *RE* got the green light (shone spookily up the face for maximum effect, naturally).	*Resident Evil: Ground Zero* will put members of STARS in mortal danger as they're sent to the sinister Umbrella Corporation's research facility/spooky mansion, now over-run by T-Virus mutated zombies.	Milla Jovovich (*Fifth Element*) and David Boreanaz (*Angel*/*Buffy The Vampire Slayer*) will head up the not-dead versus the undead, although they will play different characters to those in the original game.	Paul Anderson will direct. Given that he helmed sci-fi shockfest *Event Horizon*, hopes are high for many an erect neck hair. Then again he also directed *Mortal Kombat*, so the jury's still out at the moment.	Yes. It could even be as early as Halloween this year.
Final Fantasy	Square have been producing games more cinematic than a lot of 'real' movies for years. Their animated *FF* movie not only boasts a brand new plot, but pushes all sorts of groovy technological and artistic envelopes.	CGI gets real. It's 2065 and Planet Earth has been battered senseless by alien hordes. It's up to the terminally-ill Dr Aki Ross and a small band of intrepid survivors to search for a way in which to keep the race alive.	Apart from a gigantic mainframe and over 200 digital artists, *Final Fantasy: The Spirits Within* will boast the vocal talents of Ming-Na (*Mulan*), Steve Buscemi, Ving Rhames, Donald Sutherland and *Frasier*'s Peri Gilpin.	First time director and *FF:TSW* writer Hironobu Sakaguchi is steering the real and virtual cast together with the massive crew towards their Kia-Ora dampened multi-screen destiny.	Yes indeed. The film will premiere in the US on 13 July and we'll get to see this photo-realistic masterpiece come late Summer. For an earlier look, see page 48.
Tomb Raider	Lara Croft is Indiana Jones for the bruised thumbs generation. In Angelina Jolie, the polygon perfect explorer has finally found her human analogue. The rest is large cheques, trailers and feverish production.	Lara in the flesh. Her adventure focuses on a device called the Clock of Ages that, triggered by a conjunction of the planets, will enable its owner to manipulate time. Of course, she isn't alone in the search.	Angelina Jolie *is* Lara Croft. Jon Voight (Angelina's dad) *is* Lara's Pa, Lord Croft. Leslie Philips *is* likely to rear-up and say "Well, hello!" in a fruity voice at some point.	None other than Simon West, director of *Con Air*, and those Budweiser ads with the ants.	*Tomb Raider The Movie* will be appearing at your local fleapit early this summer.
Tron 2.0	Disney's 1982 CGI-athon *Tron* was built around humans trapped in a series of futuristic games which later became real titles. With current technology now up to that premise, next gen licenses are sure to follow.	*Tron* hits the World Wide Web. The original cast returns to face a new threat in the shape of a horrendously powerful search engine that threatens to hold the world hostage by manipulating the data it accesses.	Getting Jeff Bridges to play Floyd again would be a coup. Even if it happens, the in-computer hacking will all be done by kids of the console era forced into using their gaming skills against real opponents.	Nobody is confirmed as yet, although Steven Lisberger, the original director may return to the folding chair.	Still in the script stages and anticipating a lengthy post production for all those CGIs, *Tron 2.0*'s release is still a way off.
Soul Calibur	Namco's stunning slash-'em-up is couched in one hell of an intricate plot centred on a pair of evil swords and the many individuals out to own or destroy them over the years. It's a tale custom-made for Hollywood.	Manga meets *Crouching Tiger Hidden Dragon*. With characters ranging from the swashbuckling Pirate Cervantes to a mechanised ninja called Yoshimitsu, producers will be swamped with possible plots.	Given the martial arts/sword play skills of the game characters it's reasonable to suggest that physical prowess will take precedence over A-list credibility, but no names have been bandied about just yet.	Martial arts genius Sammo Hung is poised to direct. He's been choreographing fights and directing movies in Asia for years and for the last two of these, he starred in the CBS sleuther series *Martial Law*.	It's a matter of when, not if, but for now it's just too early to say. See Sammo's website at **www.sammohung.com** for more.
Shadowman	Acclaim's dark comic turned games franchise is a gift for cinema featuring as it does, a man with the ability to move between the worlds of the living and the dead. And he takes his shirt off a lot in the process.	*The Crow* in *Angel Heart* country. The original game had *Shadowman* entering the dead realm to stop an invasion of the living world by serial killers. It's probably not going to turn out to be much of a musical then.	None other than rapper turned actor Ice Cube has expressed an interest in taking the lead role of the *Shadowman*'s latest incarnation Zero. If the project gets the green light, he'd also get to co-produce.	Nobody as yet, but Stephen Norrington put some genuinely creepy moments into 1998's *Blade*. Failing that, how about the genius of Ang Lee? Every genre he's touched has so far turned to gold.	Ironically, *Shadowman* is currently in development hell. But it's got a great premise and with *Shadowman: 2econd Coming* hitting PS2 in August, there'd be no better time to give it the go-ahead.
Metal Gear Solid	Are you kidding? Solid Snake is a dream action hero – tough, surly and armed to the teeth. Add huge fighting robots with stealthy infiltration of hostile environments and you've a blockbuster of industrial proportions.	Bond for a savage world. Whether it takes its premise from one of Snake's earlier missions, or slips him into a new, deadly environment this would have to be a dark action thriller shot through with pitch black humour.	Snake's the man, but who'd fill his stealth suit? Russell Crowe would have the necessary gruffness and A-list appeal, but fellow antipodean Hugh Jackman gets our vote after his credible stab at Wolverine in *X-Men*.	Before last E3, *MGS2* creator Hideo Kojima had a chat with *The Matrix* directors the brothers Wachowski. Now, was this a chat about a *Matrix* game (now developed by Shiny) or a live action *Metal Gear Solid*? Hmm...	Those talks came to nothing, but given the stratospheric profile of *MGS2*, it'd be foolish to rule out a big screen outing for Snake.

SPY IN JAPAN

Edited by **Amos Wong.**

VIVA EL TORO!

The lowdown on Sony's massively popular kitty mascot.

CAST YOUR THOUGHTS BACK to the PSone's early days, when Sony was scratching around for a possible mascot to personalise the console. After years of uninspiring sketches nothing made it past the drawing board stage. Then, on 22 July 1999, The One finally arrived: a mascot fit to adorn the company's corporate foyers in Japan and appear on all their glossy brochures. And what was it?

Toro, a badly-drawn, superdeformed and seemingly furless white cat. Debuting on the communication game *Docodemo Isshou* with a bunch of other pokepi ('pocket people') Toro asked a lot of questions and challenged players with traditional Japanese word games. With the title translating as 'together anywhere' and the game boasting PocketStation compatibility, Toro never left your side. When you introduced him to someone, Toro would ask whether they were male or female and if the pair of you were lovers or friends. The nosey little tyke. 'Name cards' could be swapped with other players' characters via the PocketStation's infrared link. Winning the Japan Multimedia Grand Prix award in 1999, *Docodemo Isshou* and its add-on disc *Koneko Mo Isshou* have since shifted 1,200,000 units.

Toro's 'appeal' lies in his Japanese-ness. In the game, he hangs out in a traditionally styled, tatami matted room. Fond of sushi (his name also means 'Tuna') and cute in a Zen kind of way, he's currently enjoying his second TV stint promoting soft drink Calpis. Next in line for Toro is *i-Mode Mo Isshou* on PSone, compatible with DoCoMo's wildly popular mobile phones. With a built-in scheduler function, he can now send appointment reminder mails and comment about your activities. Seems like the Japanese public are only too happy to let this hairless white pussy into their lives. Steady. ☐ **AW**

And just when you thought it was only apes that the Japanese were obsessed with... Meet Toro.

30 DAYS IN TOKYO

A MONTH IN THE LIFE OF *OPS2*'S MAN IN JAPAN, AMOS WONG

Day 1 (March 14)
Spot this rather dubious piece of decoration at a department store's homeware section. "What do you do if you actually receive one of these?" laughs the women standing nearby. The answer is best left unsaid.

Must. Resist. Obvious. Caption...

Day 8
Game Boy Advance launches and it's chaos in Tokyo shops. One Akihabara store amazingly still has units left late afternoon, but I resist my gadget fetish and leave empty handed.

Day 9
Biohazard Code: Veronica Complete hits the stores with the *Devil May Cry* demo. Yay! Snatch up my reserved copy but have to immediately courier it to *OPS2* Deputy Editor Sam. Damn!

Day 17
Xbox gets the big push at Tokyo Game Show but with the lack of playable games on display, booth girls are entrusted with the business of grabbing attention. A duo of lovelies pose by a console unit while smiling chaps queue to have their pictures taken with themy. Meanwhile during the stage show inside, some lithe Xbox ladies do acrobatics suspended in the air amidst technicolour lights and smoke. All of which is very well but with only one game playable, TGS goers scepticism remains high.

Interview Mikami-san again at TGS and he laughs with embarrassment upon my mentioning of the Wesker's Report DVD (see last issue). "We were trashed!" he says, referring to the infamous Director's Hazard segment. Plan to bring plenty of booze next time we meet.

Day 20
Courtesy of SCEE, I'm given the opportunity to visit Namco's R&D offices near Yokohama with a group of other journos. After interviewing the *Ace Combat* and *Klonoa 2* teams, I open the name-tagged gift packs to find too-cute-to-open *Mr Driller* candy and a copy of *Klonoa 2*.

Day 24
Must get my TV viewing schedule into gear. The *ZOE* anime started today and I totally forgot. Damn again!

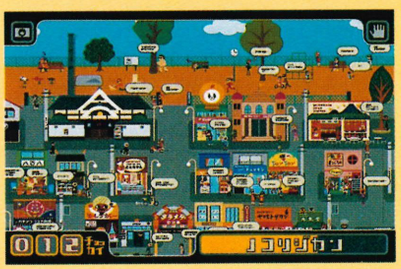
Day 27
Sam kindly sends me back the *Code: Veronica/Devil May Cry* package. Happy happy times, but those deadlines start slipping by...

CRAZY GAME!

HAPPY DIET

Let's face it: gamers can be lazy slobs. Addicted to the latest shooter, RPG or whatever tickles your fancy, things like healthy food, exercise and (in worst case scenarios) personal hygiene, go out the window. Should the first two matters exceed dangerous levels of insufficiency, *Happy Diet* is here to help. Short of actually feeding you, this game will assess your optimum dietary intake. Then you can hop on the accompanying stepper peripheral and exercise your way through to exotic lands (Asian temples and Great Walls anyone?) accompanied by cute little friends in animal suits. More fun than Weight Watchers any day.

Here, quite literally, comes the hotstepper.



PREVIEW! PREVIEW!

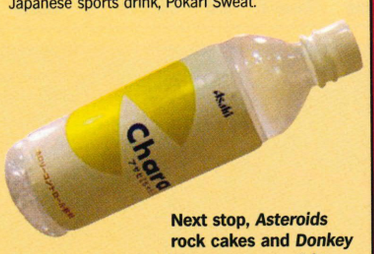
RIMOKOKORON

A suitably bizarre take on the *Sims/Populous* model, players attempt to spice up their innocent lives in the town of Rimokokoron (pop. 200) by spying. Zooming into specific characters, you'll be privy to their petty tribulations – a gunguro-styled teen (ridiculously dark tan, bleached hair, ghostly-white eyeliner) concerned about her fading fashion look, for instance. So how do you help her? Find the town's beauty salon, take a snap of it, send it to her and await the response.

SLIMMING DRINK!

CHARA

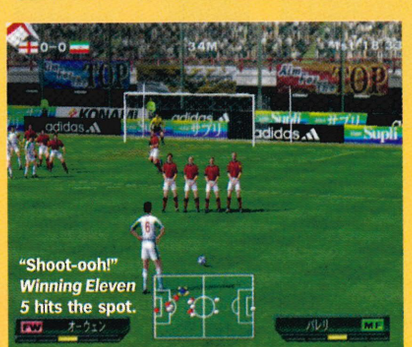
Chara is supposedly a 'calorie control' beverage, so it's a little incongruous to find *Pac-Man* – whose famous appetite for dots knows no bounds – appearing on its label. Nevertheless, Asahi Breweries are installing huge replica bottles at major train stations, to ensure everybody knows about Chara. How's the taste? A weak lemon squash not unlike that other great Japanese sports drink, Pokari Sweat.



Next stop, *Asteroids* rock cakes and *Donkey Kong* sausages. Erk!

PS2 CHARTS

JAPANESE TOP 10



"Shoot-ooh!" *Winning Eleven 5* hits the spot.

1. **WORLD SOCCER WINNING ELEVEN 5** (KONAMI)
2. **BIOHAZARD CODE: VERONICA COMPLETE** (CAPCOM)
3. **SHUTOKO BATTLE 0** (GENKI)
4. **KESSEN II** (KOEI)
5. **MONSTER FARM** (TECMO)
6. **BOKU TO MAO** (SCE)
7. **KLONOA 2** (NAMCO)
8. **DENSHA DE GO! 3** (TAITO)
9. **EXTERMINATION** (SCE)
10. **GALLOP RACER 5** (TECMO)

Chart source: Famitsu PS2 (27/4/2001)

SPY

INVENTORY

Your one-stop guide to the PS2 power-ups.

I spy with my little... Oh, hello Officer.

#08: THE 1-UP

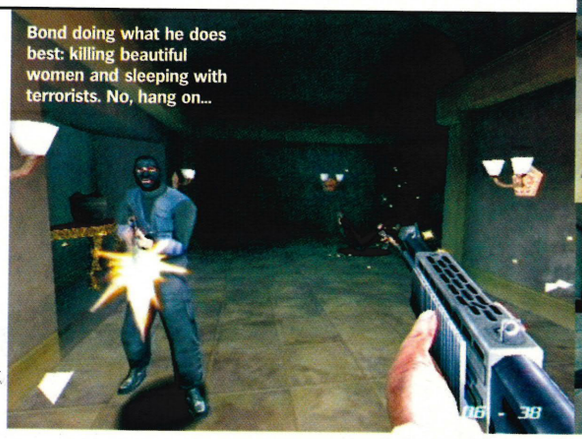
What that? A very low calorie soft drink?
Hardly. It's what hard-pressed platform game lovers the world over call an extra life. Do you even own a console?

Hmm. Does this mean there *is* life after death then?
Not exactly. But if you pick one of these beauties up before you get crushed, shot, eviscerated etc, you will get to play the videogame for a bit longer without having to start again.

OK, I've seen the light! So what does an extra life look like?
The secret of eternal life is a profound mystery. Unless you're playing a platform game in which case it usually involves stepping on gaudy gems, stones or glowing bugs as in *Rayman Revolution*.

Praise be! But will I live for ever?
Barring a steep drop, being eaten, flattened or there being a power-cut mid-game, yes.

But surely such a wondrous thing has a price, right?
Indeed. If you're playing a game with 1-Ups you can be sure you're going to need them all. And then some. But as we're prone to say: Life's a bitch, and then you press reset.



Bond doing what he does best: killing beautiful women and sleeping with terrorists. No, hang on...

The *Tenchu*-style Q-Claw is a neat addition.

BOND IS BACK

The world's most famous spy returns with EA's *James Bond 007 in... Agent Under Fire.*

PLAYSTATION 2 JAMES BOND fans have been waiting for the opportunity to take on the world's most heinous super-villains. Now their superspy fantasies can be realised with EA's new action adventure, the rather clunkily titled *James Bond 007 in... Agent Under Fire.*

But hang on a minute – weren't the respected über-publishers meant to be ushering in a Bond game based on *The World is Not Enough?* Well, the answer's yes, but EA has decided to bin the ageing movie tie-in and instead use the lucrative 007 license to produce something completely new for PS2. Wise move.

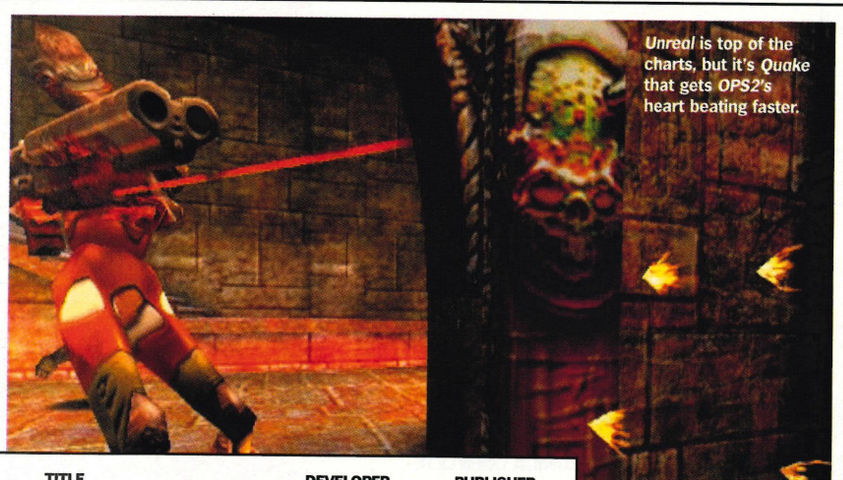
Agent Under Fire is an enormous adventure that mixes elements of first-person shooter, covert action and driving game into an immersing James Bond universe laden with beautiful women, exotic locations and spy gizmos galore. As 007 you have to defeat the maniacal Malprave, head of an evil organisation that want to take over the world with a powerful army of clones. Bond is aided in the missions by the glamourous Zoe Nightshade, long-suffering boss M and of course gadget-man Q, with John Cleese reprising his new role for the game.

Malprave's henchmen can be assaulted with various arms including machine-guns, sniper rifles, rocket launchers and special equipment such as the Q-Claw grappling hook that allows the *Tenchu*-style scaling of buildings. The driving levels are a cracking addition to the game and will pack in a cool array of vehicles including Bond's infamous Aston Martin, fully armed with all the latest murderous mod-cons.

Agent Under Fire will flaunt beautiful, fluid 3D graphics with varied game environments such as deep sea oil rigs and atmospheric Eastern European cities, all with destructible scenery a la *Red Faction* for blasting walls and shattering windows. Finally, the ubiquitous multiplayer option is definitely confirmed with split-screen deathmatches for up to four players. Master criminals watch out – *James Bond 007 in... Agent Under Fire* will be parachuting under the radar onto PS2 for a late 2001 release. ☐ **JS**

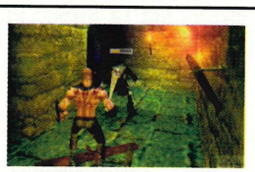
HMV PS2 CHARTS

Brought to you in conjunction with HMV.



Unreal is top of the charts, but it's *Quake* that gets *OPS2*'s heart beating faster.

	TITLE	DEVELOPER	PUBLISHER
1.	UNREAL TOURNAMENT	Epic Games	Infogrames
2.	QUAKE III REVOLUTION	Bullfrog	Electronic Arts
3.	WARRIORS OF MIGHT AND MAGIC	3DO	3DO
4.	TIGER WOODS PGA TOUR 2001	EA Sports	EA Sports
5.	STAR WARS: STARFIGHTER	LucasArts	Activision
6.	ZONE OF THE ENDERS	KCEJ (West)	Konami
7.	SHADOW OF MEMORIES	KCET	Konami
8.	SUMMONER	Volition	THQ
9.	SSX	EA Sports (Canada)	EA Sports Big
10.	KENGO: MASTER OF BUSHIDO	LightWeight	Ubi Soft



#3: WARRIORS OF MIGHT AND MAGIC
Despite some underwhelming coverage, *Warriors* is hitting a chord with a sizeable number of new converts in friendly PS2 owners. Maybe familiarity in RPGs *is* more of a draw than innovation.

#2: QUAKE III REVOLUTION
It's a double whammy for the first-person shooter this month with Bullfrog's stunning festival of fraggery leaping into the upper regions of the charts and snapping at the heels of the mighty *Unreal Tournament*.

#7: SHADOW OF MEMORIES
Konami's cerebral time travelling murder mystery is hovering like a glimpsed phantom at the seven spot. Not bad at all for a gently paced adventure game which sees you dead as a rusty doornail after the first few seconds.

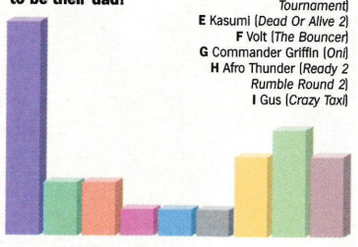
topdogforgames
www.hmv.co.uk

FACT BELCH

WE set the questions. YOU give the answers.

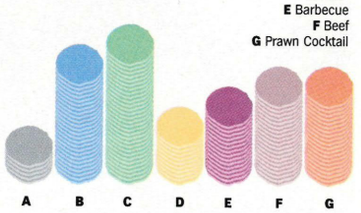
QUESTION: **We asked 25 gamers which PS2 game character they would choose to be their dad?**

A Solid Snake (*Metal Gear Solid 2*)
B JP (*SSX*)
C Hendrix (*Red Faction*)
D Armour King (*Tekken Tag Tournament*)
E Kasumi (*Dead Or Alive 2*)
F Volt (*The Bouncer*)
G Commander Griffin (*Oni*)
H Afro Thunder (*Ready 2 Rumble Round 2*)
I Gus (*Crazy Taxi*)



QUESTION: **We asked the same people what their favourite crisp flavour is. Why? Because.**

A Other people's
B Salt & Vinegar
C Cheese & Onion
D Plain
E Barbecue
F Beef
G Prawn Cocktail



**Source: A random sample of readers' replies to PS2@futurenet.co.uk. It could be you!*

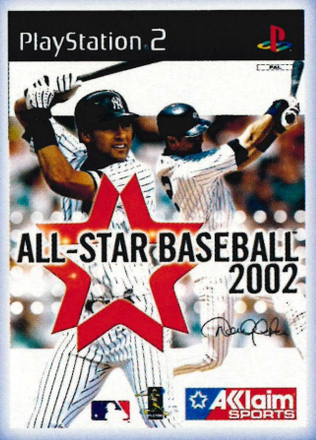
HMV

seriouslyaddictive...

Operation Win Back

The first blast wiped out your space centre, in just 3 hours the high tech weapons system will strike again...it's your job to make sure it doesn't. Includes 4 player death-match with 28 playable characters, a precision laser sighting aiming mechanism, one and two player "BOT" modes - competitive and co-operative; and 31 explosive stages with three different endings.
"The best Action-Adventure game on the PS2" - Total Station.

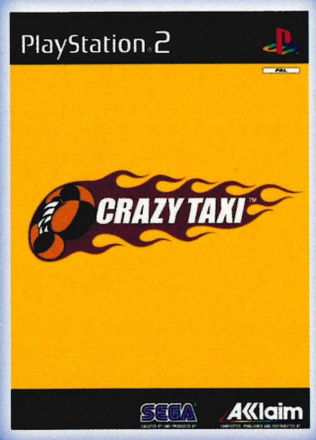
Out Now



All-Star Baseball 2002

The award winning baseball franchise makes its much anticipated debut on the PlayStation 2, delivering the best looking, best playing and most entertaining baseball simulation around. Features all 30 Major League teams and over 700 players with life-like face textures for superb graphic detail. Also features 130 unique player batting stances, 50 pitching deliveries and over 1500 motion captured animations. Game modes include Exhibition, Season, All-Star Game, World Series, Home Run Derby and Batting Practice.

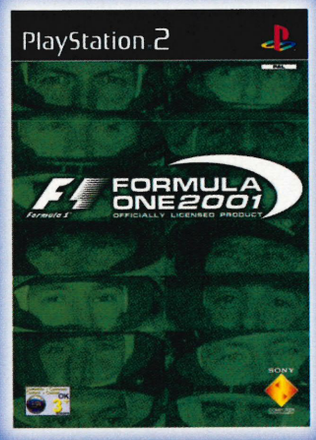
Released 25th May



Crazy Taxi

Prepare for the craziest cab ride of your life! Weave through crowded streets, across sidewalks and even underwater in a frantic race to deliver passengers on time! In *Crazy Taxi* time is money and only the craziest of cabbies earn their fare! Choose from four different cabs and drivers, each with their own style and attitude. Features a rocking soundtrack from hit bands Offspring and Bad Religion.

Released 25th May



© 2001 Psygnosis Ltd. Psygnosis and the Psygnosis logo are ™ or ® of Psygnosis Ltd. An official product of the FIA Formula One World Championship. Licensed by Formula One Administration Limited. All rights reserved. "Formula One", "Formula 1", and "F1", "FIA Formula One World Championship", (together with their foreign translations and permutations) are trademarks of the Formula One group of companies

Formula One 2001

The Formula 1 series finally makes its console debut on PlayStation 2. Officially licensed, including all the teams, drivers and 17 Grand Prix tracks of the 2001 FIA Formula One World Championship. Featuring commentary from Murray Walker and Martin Brundle, plus an array of game modes including two player, quick race and Grand Prix. Includes Free DVD disk season review of the F1 2000 season.
"At last it seems that F1 fans will have a game that lives up to the high-speed promise and excitement of the real thing" - Official Playstation 2 Magazine.

Released 25th May

All titles subject to availability at participating stores only.

buy online at
www.hmv.co.uk

topdogforgames

buy now from over 100 stores nationwide or 0870 5 33 45 78

Robin Hood – he robs from the rich, he goes down the pub. Hang on, that's not right...

MEN IN FIGHTS

Eight bit classic *Robin Hood: Defender Of The Crown* is revamped for the PS2.

IF YOU'VE EVER FANCIED stepping into the tights of the peoples' hero from Sherwood Forest, here is an action/strategy epic that caters for just such a whim. The first project from resurrected Cinemaware, a developer of computer games from the mid to late Eighties, *Robin Hood: Defender Of The Crown* will be eagerly awaited by nostalgia fiends and Kevin Costner freaks alike.

Based on its million-selling 8 and 16 bit namesake (although Robin only played a cameo role in the original) the 128 bit sequel is shaping up to be a thoroughly grown-up version of the original *Defender of the Crown*. The original game won many hearts by blending a digestible *Risk*-style strategy game with the visceral thrills and charm of late night castle sieges, jousting tournaments and rescue attempts on beautiful damsels.

Thankfully, the belated successor expands upon the original formula. This time Robin steps out of the shadows and reluctantly elects to save the kingdom from the clutches of evil Prince John. The game's essential objective is to rid him from the throne, although there are other tasks such as rescuing King Richard who's been held hostage, saving Maid Marion and an attempt to reunify England – all in a day's work for the hooded man.

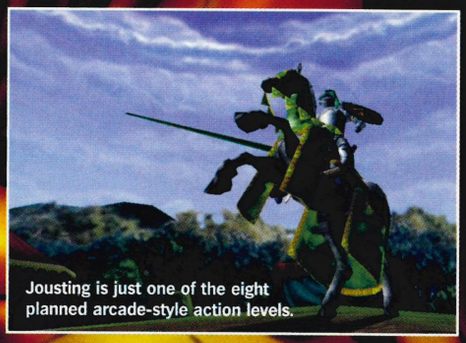
True to the original, the player presides over a map of England divided into 19 counties, although there are further county breakdowns in this new version, coupled with a greater depth of governing variables such as wealth, manpower, weapons and strongholds. But this is by no means your typical PC strategy, sim or role-playing game.

"The general approach has been to not bog the player down with details, but instead create a faster, more macro style of play," says CEO Lars Batista. The real-time field battles are a good case in point. These take place from an overhead view where general strategies can be executed from a safe, sherry-in-hand distance, but also provide enough micro control to influence the outcome.

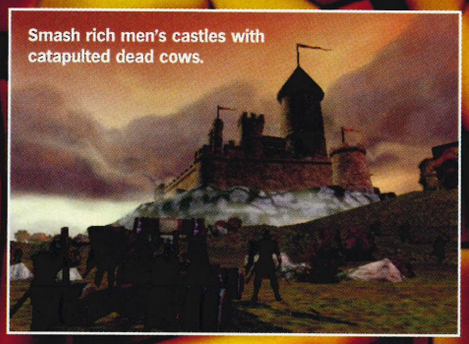
Of course, it'll be the arcade-style action sequences that'll take centre stage, and now there are eight instead of a paltry three. Work is currently only at 10%, but castle defence scenes, mace fights and archery have been welcomed to the fray this time around while sword battles have evolved to include a proper fighting engine and interactive environments. There are even promises of bow and arrow horseback combat in forests – imagine a medieval version of *Return Of The Jedi*'s famed speeder-bike scene and you won't be far off.

Bridging a 15-year-old gameplay and technology gap is no easy task – is the new Cinemaware up to the job? CEO Lars Batista is confident of success "We're really harking back to the old days in the sense that the gameplay is pretty accessible, but the combination of different elements in every scene make it very dramatic. It's an entirely different type of design philosophy." ☐ JB

//"We don't want to bog the player down with details," Lars Batista, Cinemaware//



Jousting is just one of the eight planned arcade-style action levels.



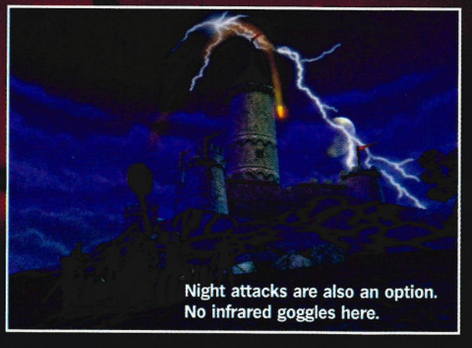
Smash rich men's castles with catapulted dead cows.

THE LEGEND LIVES ON

Cinemaware have a history of producing precedent-setting titles.

Back in 1986 when the screech loading home computing triumvirate of the Spectrum, Amstrad and C64 dominated games production in the UK, an ambitious Californian developer released *Defender Of The Crown* for the then Rolls Royce of home computers, the Commodore Amiga.

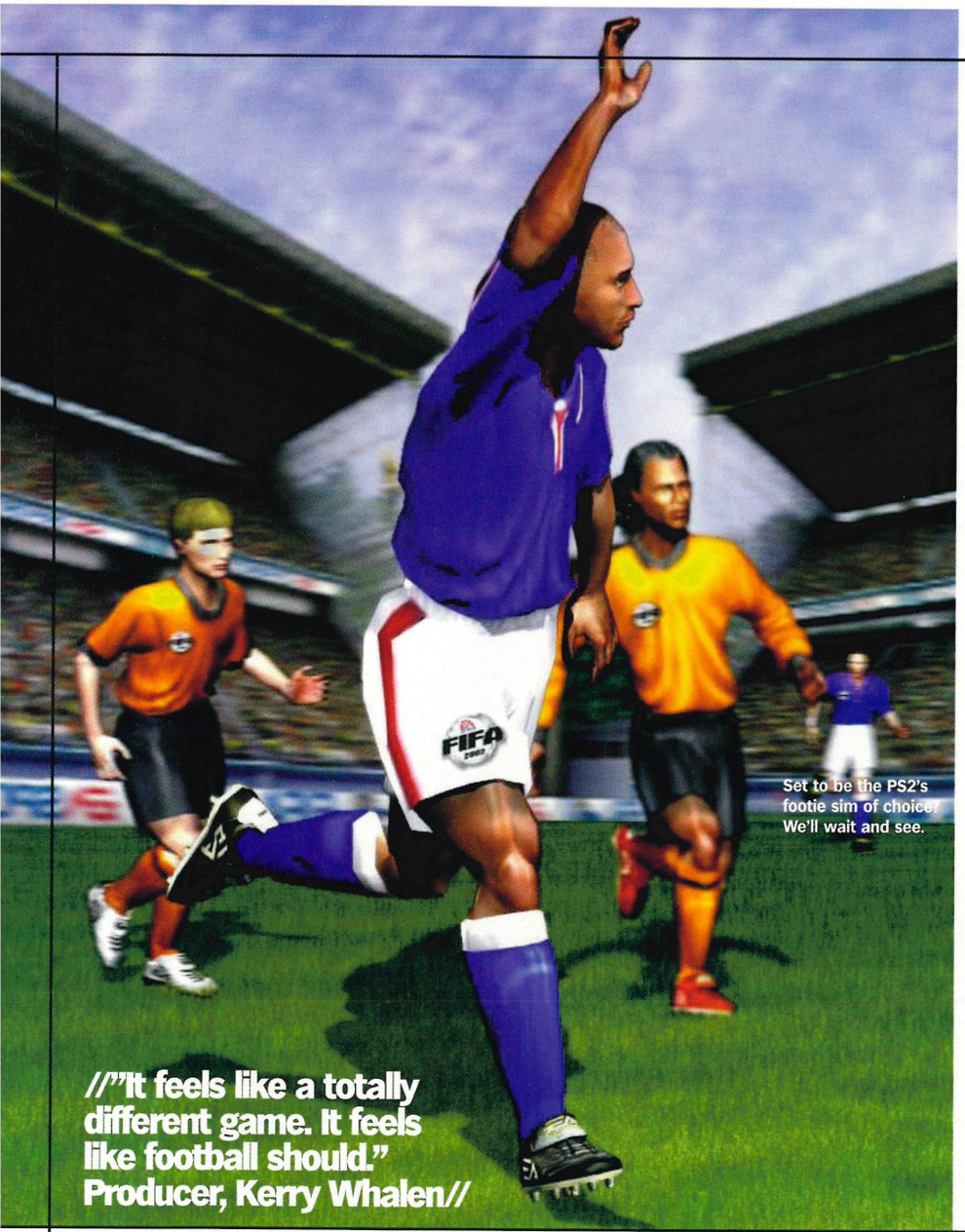
With detailed 32 colour visuals and lush, orchestrated music, *DOTC* immediately set a new aesthetic standard for other developers to aspire to. It was easy to get into (the original press blurb boasted 'No typing required!') had bags of charm, but above all it gave Cinemaware a product thoroughly deserving of its name. The company later went on to produce other innovative titles such as *Wings*, *Lords Of The Rising Sun*, *Rocket Ranger* and the B-movie styled shocker "*It Came From The Desert*". However, in 1991, after releasing 11 games across multiple formats, it closed its doors. Welcome back, Cinemaware.



Night attacks are also an option. No infrared goggles here.

and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. C-12 Final Resistance ©2001 Sony Computer Entertainment Europe.

SPY



Set to be the PS2's footie sim of choice. We'll wait and see.

//"It feels like a totally different game. It feels like football should." Producer, Kerry Whalen//

GOLDEN GOAL?

Move over *ISS*? EA Sports promises major gameplay enhancements for *FIFA 2002*.

IT WAS NEVER GOING to be the biggest surprise in PlayStation 2 videogame circles – EA Sports has announced that *FIFA 2002* will be the next game in its world dominating footie series. However, what did come as a surprise was Lead Producer Kerry Whalen's assertion to *OPS2* that the team is totally re-inventing the gameplay for the new PS2 kickabout.

"To be perfectly honest, I think that people who have referred to each *FIFA* release as an 'update' do have a point," said Whalen. "In the past we improved the game year to year from a technology standpoint, concentrating on graphics, presentation and content. This is the year that the focus has changed emphatically from graphics to gameplay. *FIFA* is still going to look awesome, but gameplay is number one."

FIFA 2002's major new feature is "open passing", that allows PS2 gamers to move the ball to any spot on the field, direct nifty through-balls and pull off one-twos with team-mates – rather than just pinging the ball directly to another player's feet. Plus, a new tackling and referee model means that you're going to have to time challenges a lot better than previous *FIFA* games if you want to avoid the attentions of the officials. "There are many other changes going right down to the core of the engine, such as the way the AI works and how your computer team-mates make runs to cover and support you," continues Whalen. "It feels like a totally different game. It feels like football should."

Over 75 licensed national teams are pencilled in, including those from the English Premiership, as well as more detailed player likenesses, exciting commentary and a unique World Cup 2002 qualification mode. Up to eight players can join in a multiplayer match, but the latest *FIFA* won't have online compatibility just yet, according to Whalen. "I'd have to say it'll be at least another year or two before a good chunk of our consumers have access to broadband connections. We have a mountain of cool ideas from roster downloads to tournaments and *FIFA* leagues, but it will take a bit of time."

FIFA 2002 is scheduled for an Autumn 2001 release and Whalen reckons this could be the version that cements the series' reputation in the hearts and minds of all PS2 football fanatics. "I think that the *FIFA* faithful will be rewarded and we'll maybe turn the heads of a few *ISS* fans while we're at it." Strong words from the man. We'll bring you more next issue with our exclusive look at EA Sports' 2002 range. ☐ **JS**

WHAT THE HELL?

Survival horror goes deeper in *The Lost*.

AMANDA IS A MEDICAL student, waitress and single mother. Her daughter has just been killed in a senseless car accident and she's on the verge of taking her own life when a soft voice speaks to her. Maybe there's a way she can see her daughter again, but she's going to have to head down to hell to do it...

The Lost is an original survival horror adventure from seasoned PC developer Irrational Games whose future horror fest *System Shock 2* had mouse jockeys around the world wowed by its pervading atmosphere of foreboding and adrenaline-spiked fear.

Written by Co-Founder of Irrational Games and former screenwriter Ken Levine, *The Lost* is based loosely on *Dante's Inferno*, whose description of the nine circles of hell, each populated with different monsters informs the game's overall structure.

Once transported to hell, Amanda is able to absorb and transform into four enhanced states that allow her special skills, weapons and attributes. Corruption is a corpse like creature that can swap body parts. Shadow is stealth personified. Instinct is Amanda's primal warrior, and Light has the power to heal and poison hell with purity.

With the freedom to favour and enhance their chosen versions of Amanda in her search for her daughter, players are likely to find *The Lost* a strategic as well as unsettling experience when it's released at the end of the year. ☐ **PF**

***The Lost* promises a greater level of interactivity than its survival horror predecessors.**

Aww, a sweet little girl. It's not all horror in *Silent Hi*-SHE'S BITING MY FACE OFF!

FOR FOG'S SAKE

OPS2 talks exclusively to the producer of KCEO's *Silent Hill 2* at this spring's TGS.

"THIS TOWN, THERE'S SOMETHING wrong with it!" says a young woman to James Sanderland near the start of *Silent Hill 2*'s new trailer – as if the thick fog enshrouding the two at the graveyard isn't enough of an ominous signifier already.

Indeed, what follows is a disturbing Lynchian experience, containing some truly spine-chilling scenes. One of these involves an act of depravity which could only be described as a death orgy involving a grimy, butcher-like hooded figure and two of the horrid, writhing mutant creatures that populate the town. If the imagery isn't enough to curdle your blood, then the guttural sounds emanating from these freaks of nature as they tangle together certainly will.

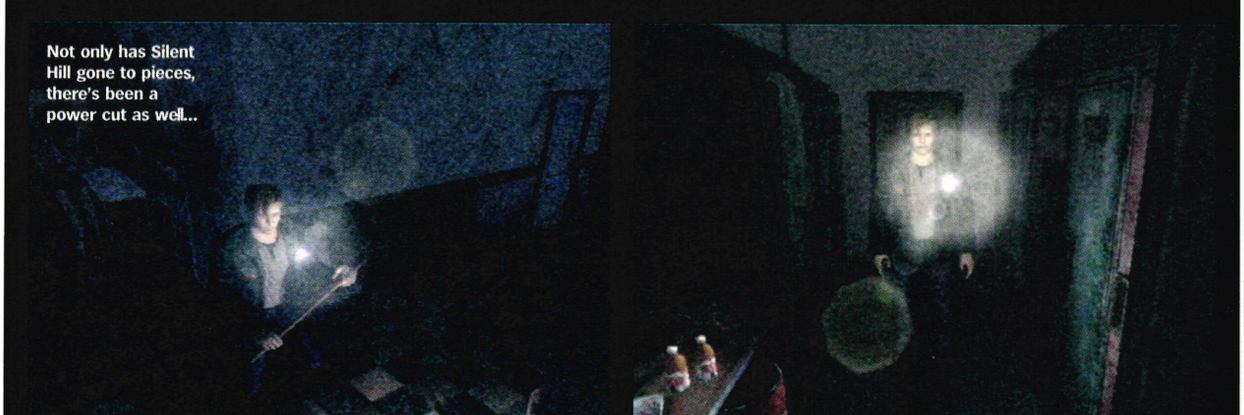
Horrific elements aside, the drama of James Sanderland's search for the truth is sensitively conveyed with stunning performances from the game's digital cast and yet their subtle and convincing mannerisms could be easily overlooked amidst the nightmarish imagery. In a flashback scene, Sanderland's deceased wife excitedly offers that she'd heard the whole *Silent Hill* district used to be a sacred place. Her reflective posture, fingers hovering just below her chin as she gazes out the window, is spot on.

Talking to *OPS2* at Tokyo Game Show, Producer Akihiro Imamura reveals the extent of planning required for the mo-cap sequences, essential for bringing characters to life.

"From scenario to rough idea, the storyboarding process took about three months," he explains. "A further month was spent deciding what kind of motion would be needed. Finally, we took about a week or two to capture the figures, both for the dramatic cut-scenes and the gameplay itself." The faithful lip-synching apparent in the CG scenes results from animating the 3D models' mouths to match pre-recorded dialogue.

At this stage, Imamura considers the game to be about 50 per cent complete. He's particularly proud of managing to infuse every frame with a claustrophobic, grainy texture. "*Silent Hill 2* should be considered not as just a game, but as a movie. We're certainly aiming to make something that will satisfy the players." Be on your guard. □ **AW**

//The subtle mannerisms of the cast could easily be overlooked amidst the nightmarish imagery//



Not only has Silent Hill gone to pieces, there's been a power cut as well...

shorts

» THQ has confirmed the name of their leg-breaking PS2 incarnation of their incredibly successful wrestling series. *WWF SmackDown! "Just Bring It"* will feature enhanced next-gen graphics and unique play-by-play commentary to capture the exuberance of the TV shows. Mr Ass fans will have to wait until November for the game's release. More info next issue.

» SCEE is organising a series of PS2 underground dance "happenings" around the UK in the next few months. The unique Central Reservation invite-only events will take place in bizarre locations such as an ex-asylum and will be completely free of charge. For information on the first club night in June, register at the official website: **www.uk.scee.com/reservation**.

» There's a disturbance in the Force – 3DO has filed a lawsuit in the US accusing LucasArts of infringing copyright with its PS2 smash *Star Wars: Starfighter*. The company claims that it has the copyright on the name "Star Fighter" (note the space) and that LucasArts' title will just cause customer confusion and might even go as far as damaging 3DO's reputation...

» The scary, bespectacled visage of Anne Robinson is about to haunt the PS2 with the announcement of a game based on the BBC's Yank-baiting TV quiz *The Weakest Link*. After the phenomenal success of Eidos's *Who Wants To Be A Millionaire* (also heading to PS2), Activision will be chuffed at finally acquiring the lucrative worldwide videogame licensing rights.

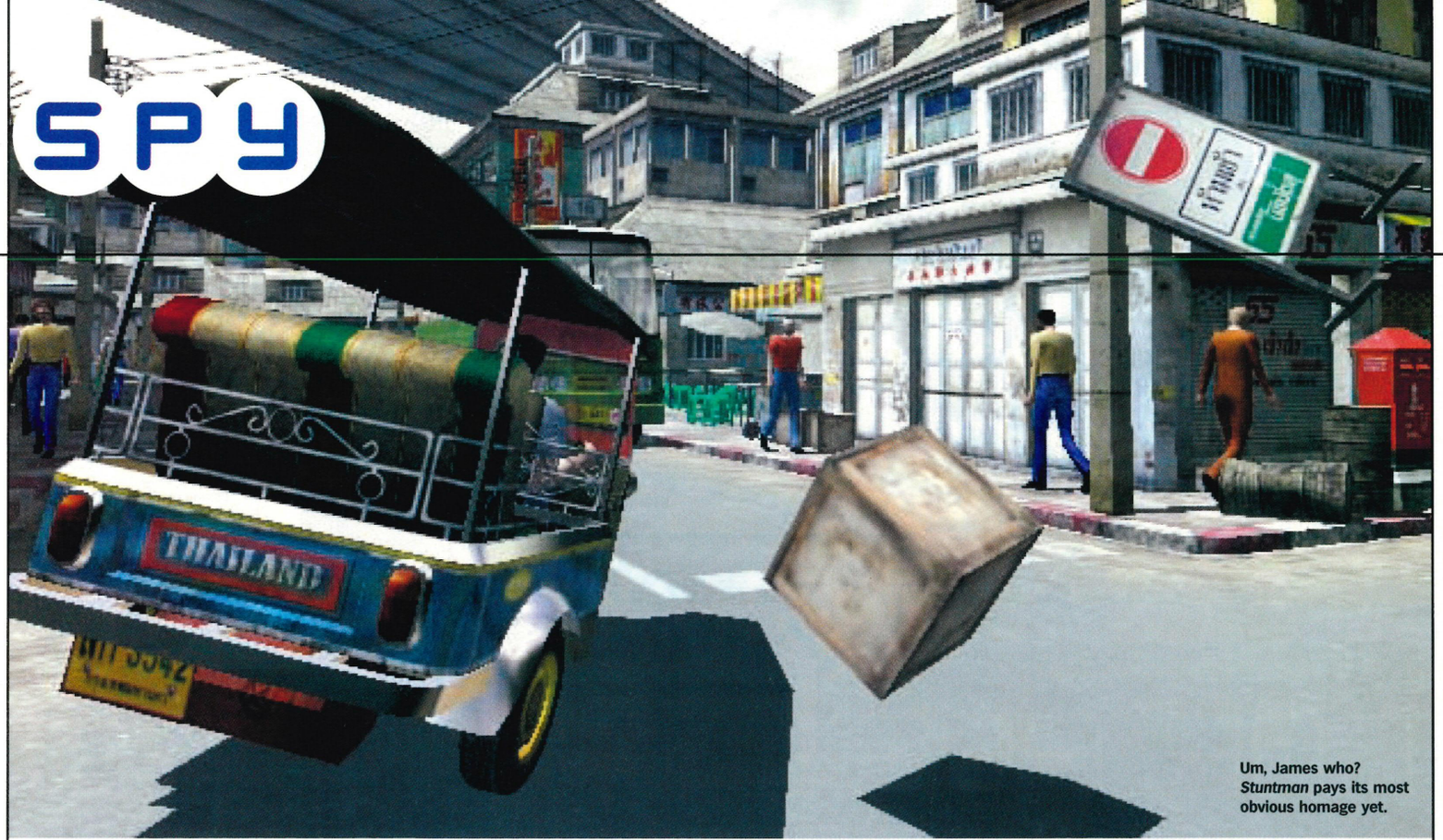
» Attention To Detail (*Rollcage* on PSone) has not only been busy making the upcoming colourful *Lego Racers 2*, but also has created a theme park ride at LegoLand Windsor. The team developed an exciting 3D driving game, where anyone can build their own Lego car and race against up to eight other people on a local area network.

» For the Japanese release of *Final Fantasy X* this summer, Square has joined forces with Coca Cola to promote the eagerly-awaited RPG. Apparently 32 different *FFX* figures, including the lead characters of Yuna and Tidas will be attached to 500ml bottles of Coke and Diet Coke.

» SCEA is working on a new futuristic, high-speed motorbike racing game for the PS2. *Kinetica* promises to be a furious mix of twisty-turny tracks, spectacular stunts and intelligent computer-controlled opponents. More next issue, but a UK release looks likely.

BLUE LINES

Following on from our Take 2 story (page 50), the company has also announced that spectacular PC third person action adventure *Max Payne* is coming to PlayStation 2 » The original voice for Solid Snake, David Hayter, will return in the illustrious *MGS2* » Electronics giant Toshiba has created a separate division, ArTile Microsystems, to develop Emotion Engine-based applications such as TV set-top boxes » From Software release *Evergrace II* in Japan this June. We hope it's an improvement on the original when it finally hits the UK



Um, James who? *Stuntman* pays its most obvious homage yet.

THE FALL GUY

How do you follow a stunning franchise like *Driver*? You go to the source of driving action and make *Stuntman*.

REFLECTIONS WOULD HAVE been forgiven if it decided to make its PS2 debut a threequel to beloved underworld twins *Driver* and *Driver 2*. Indeed, for some their refusal to do so is nothing short of criminal. But what you see here are early screenshots from Reflections' reply to those who want nothing more than a PS2 diet of *Driver*. Welcome to *Stuntman*.

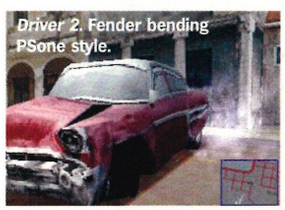
Stuntman takes its story from the backroom dealings behind all the greatest action sequences you see in blockbusting movies. Starting off in low budget productions, your job as the fall guy is to progress from the relatively simple bread and butter tricks of your trade like hand brake turns and rolls to the multi-objective, highly dangerous manoeuvres that mark you as an A-list stuntman. Each stunt has clear tasks you need to carry out in order to make the scene work. Fail and it's take two. Pull it off and you get to see the final print of the movie sequence your skills made possible. Successfully completing stunts has other benefits in the shape of bonus items like ramps and explosives which you can use to create your own stunt arena and set up some positively life-threatening flaming car leaps.

Making a virtue of the videogame gift that is the life of a professional stuntman, the game features over 20 'missions' spread over film sets based in six international locations. It then fills them with a diverse selection of vehicles impossible to reconcile to most games, fixed as they are to a single time and location. Sixties Rover patrol car and Thai three-wheeler? You'll get to drive them and many others here as you double for unknown actors in gritty urban gangster flicks one minute, and top flight talent in glamorous spy movies the next. And given that Reflections was also responsible for the non-stop crumple zones that make up the *Destruction Derby* franchise extensive visible damage is assured for anything that runs on an internal combustion engine.

//*Stuntman* makes a story of the puppet strings behind the greatest action scenes you see in the movies//

Leaving nothing to chance, the game will also inject a welcome element of car smashing gravitas to the proceedings with the technical input of one of Hollywood's most respected stuntmen, Vic Armstrong. With a CV that reads like the average film guide, Armstrong has worked for directors like Martin Scorsese, Paul Verhoeven and Ridley Scott and on movies including *Live And Let Die*, *Terminator 2*, all three *Indiana Jones* films and *Chitty Chitty Bang Bang* to name just a handful.

Stuntman is not out until 2002 but given the game's heritage (see The Unknown Stuntman) and the quality of graphics even at this stage there's plenty to get excited about. We'll bring you more news on the game after we play *Stuntman* at this month's E3! ☐ **PF**



Driver 2. Fender bending PSone style.

THE UNKNOWN STUNTMAN?

***Stuntman*'s illustrious cousins.**

Okay, so why should you get worked up about a game whose death defying source material is pretty much summed up by sitting through *Hooper*, a film whose highlight is Burt Reynolds head butting a jukebox for small change? Well *Stuntman*'s developer Reflections made *Driver*, a game that breathed new life into what was rapidly becoming a stale genre of uninspiring racers, by giving players missions to complete, a compelling story and huge, track free, urban environments to explore. *Driver 2* developed the franchise, allowing its lead character to go walkabout, and polishing the original's excellent vehicle handling to a fine sheen. Now we're in next-gen country and considering what Reflections squeezed out of the PSone, *Stuntman* is in good hands. And then there's the small matter of *Driver 3*, which is in development as we speak...

It's *Stuntman*, Sixties rozzer style.

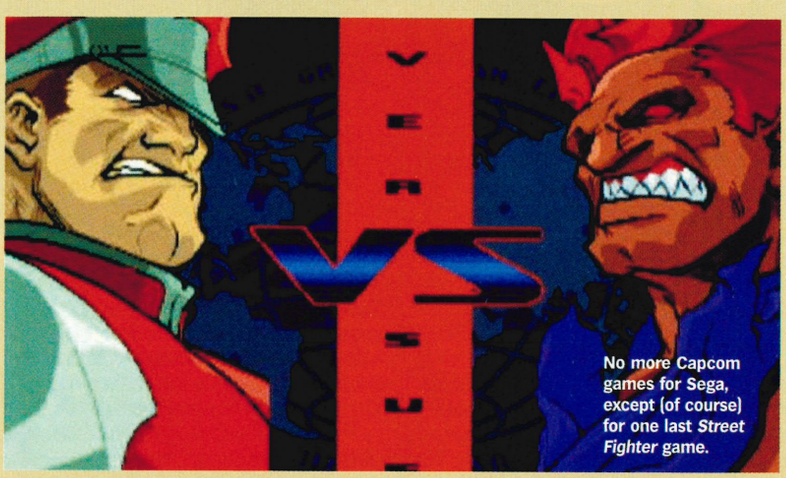
The better you drive, the better the gigs.

coin-op

With **Guy Woodward**, Editor of coin-op bible *AB Europe*.

CAPCOM SAYS: SONY 01: SEGA 00

Just one last *Street Fighter* before the Japanese coin-op developer swaps Sega for Sony.



No more Capcom games for Sega, except (of course) for one last *Street Fighter* game.

MUCH LIKE THE AFTERMATH of a doomed teenage romance, the fallout from Sega's ditching of Dreamcast continues, with developers taking sides like loyalty-split school children in the playground. Capcom's allegiance to Sega has been all but severed, following news that it is to develop no further titles for the company's Naomi arcade system.

Bad news for Sega, its unit locations, and the dwindling arcade world in general. But good news for PS2 owners, since Capcom is instead likely to trial its future consumer releases on Namco's arcade format System 246 – a derivative of Sony's PS2 Emotion Engine – for conversion to console format. With Dreamcast conversions of Naomi-based games no longer a viable route, Capcom's coin-op line-up is likely to be significantly reduced. Officially, all Capcom arcade releases will be executed in parallel with consumer games, indicating that the company will develop a small number of games on Namco's 246 board, prior to consumer releases on PlayStation 2.

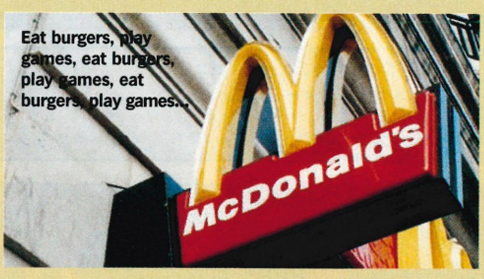
The developer moved to dispel rumours that it will eventually exit the coin-op arena completely, although it has admitted to cutting back in the sector. Blaming the general slowdown of the worldwide arcade market, Kasuchi Hirao, General Manager of Corporate Planning for Capcom, admitted the company had "no alternative" but to scale down its coin-op production. And while Capcom staff claim there are still a number of Naomi releases slated for development, it is unlikely gamers will be queuing up to play yet another derivative of the once great *Street Fighter* series – the forthcoming *Zero 3 Upper*. ☐ **GW**

lost classics

Games of arcade past.

#08: VULGUS (CAPCOM 1984)

Capcom entered videogame manufacturing in 1984 with *Vulgus*. However, it is perhaps best known for the *Street Fighter* games which revolutionised the beat-'em-up genre. Reports put total sales from the series, which spawned numerous sequels and spin-offs, at ¥90bn (£460m). Last year's total sales of Capcom arcade games only managed to reap a miserly ¥3.9bn (£20m).



Eat burgers, play games, eat burgers, play games, eat burgers, play games...

MCCOIN-OP HITS THE MENU

Hungry for games? Try these chips for size.

With arcades being turned into Starbucks coffee shops every week, the coin-op industry is becoming increasingly more desperate to find new takers for its videogame wares.

Unfortunately, Bill Gates has already secured the business of his Seattle-based neighbour, with Starbucks using Microsoft for wireless Internet access in its cafés. So who better to turn to than everyone's favourite high street hamburger giant (17,500 US outlets and counting) McDonald's?

Redemption game manufacturer Arcade Planet has persuaded Ronald to site terminals in his restaurants allowing ten minutes of freeplay and featuring 24 PC games from developers such as Disney and Electronic Arts. Arcade Planet will supply DVDs with new games every six weeks. Only two problems, then – the terminals are not coin-operated, and the content is coming from consumer game publishers. But a good start, nonetheless.

You got ¥100 (60p)? Then walk your dog and aim for that virtual lamp post.

ONLY IN JAPAN...

Sega brings the virtual pet a stage closer to reality.

First we had the tamogotchi, the virtual pet which relied on TLC for its existence. Then the robot dog, which Tokyo workers bring in to the office to serve as a more economical PA. Now Sega has taken the Japanese fondness for all things cute a stage further – a videogame called *In No Osanpo* where players take to a treadmill, grab hold of a lead and walk their dog through a crowded city avoiding traffic, turds and any other obstacles which cross their path. How long before the game makes its console debut with 'dog lead' peripheral? Watch this space.

(Left) A femme fatale oozes sauce appeal in *Good Cop, Bad Cop*. (Right) George Stobbart chases the *Dragon*.

POLICE, DRAGON, ACTION!

Revolution reveals new *Broken Sword* and *Good Cop, Bad Cop* titles.

AFTER GATHERING DUST in the videogames loft for far too long, adventuring seems to be coming back into vogue with LucasArts' *Escape From Monkey Island* (previewed on page 26) and now Revolution's mythic *Broken Sword: The Sleeping Dragon* arriving on PS2. Charles Cecil, MD of Revolution, talked exclusively to *OPS2* regarding the third episode of their multi-million selling series and also spilled the beans on the company's exciting new all guns-blazing action title, *Good Cop, Bad Cop*.

"I'm really looking forward to truly advancing the adventure genre in the next *Broken Sword*," says Cecil. "We'll be using the new technology not just to throw a lot of polygons around, but to enhance the gameplay." *BS:TSD* draws upon the mythology surrounding dragons for the intriguing plot and stars flippant investigator George Stobbart and sexy wisecracking Nico Collard.

Rather than utilising a point-and-click mouse system, players will control the two protagonists using the Dual Shock 2 – gentle pressure on the analogue stick makes your character tiptoe along cautiously, while pressing it harder sends them dashing about. With advanced real-time 3D rendering technology for complex lighting and shadows, plus unique characterisation through facial animation, lip-synching and convincing body language, *BS:TSD* should have the cartoon look of *Akira* or the animated *Batman* series when it's finally released next year.

Revolution's other PS2 title is more of a departure for the York-based developer. *Good Cop, Bad Cop*, is a full-on action game featuring a cynical detective called Ben Kellmen who's drawn into a series of deadly confrontations after he sees the face of the man who murdered his father 25 years earlier. *GCBC* combines combat and exploration with the story rewarding progression in the game, all held together with a John Woo meets David Fincher direction that according to Cecil is, "Pretty violent but stylish with it!" Players will have to make tricky moral choices throughout, which ultimately leads to two very distinct endings. *Good Cop, Bad Cop* is scheduled for late 2002. More news soon. ☐ JS

//Gentle pressure on the analogue makes your character tiptoe along//

BLUE LINES

ANOTHER STOP PRESS! *C&C* development legend Westwood Studios is bringing *Pirates Of Skull Cove* (pictured) to PS2. Expect a full-on action/adventure with five vast worlds, cool weapons and a bigger report next issue! ›› Konami's sniper-sim sequel *Silent Scope 2* is shooting onto PS2 in February 2002 ›› Ubi Soft is developing a strange new comic book-inspired PS2 adventure called *Largo Winch* ›› Capcom and Sunsoft have confirmed that horror adventure *Clock Tower 3* will make it to UK PS2s. No release date as yet

I CAN SEE THE MUSIC!

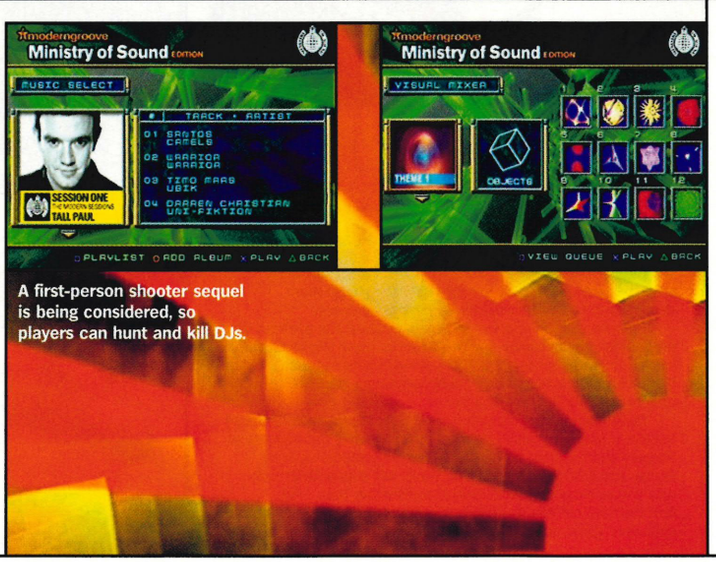
Ministry Of Sound: Interactive Edition drops phat beats on yo PS2.

FOLLOWING *MTV MUSIC* *Generator 2's* music utility trend, Ubi Soft has announced *Ministry Of Sound: Interactive Edition*, a canny fusion of top dance choons and fully interactive visual mixer all given the London über club's seal of approval. And all for £19.99.

Developed by Canadian outfit Moderngroove, the disc is crammed with over five hours of music mixed by MOS featured DJs Tall Paul, Ferry Corsten, Paul Dakeyne, Krafty Kuts and Paul Jackson and will mix clubbers' underground favourites with more mainstream cuts. Punters will then be able to choose from a palette of 1500 images, 400 original video clips, 80 fully rendered backgrounds and ten animated 3D objects and edit their selections together to create unique club visuals synched to the music.

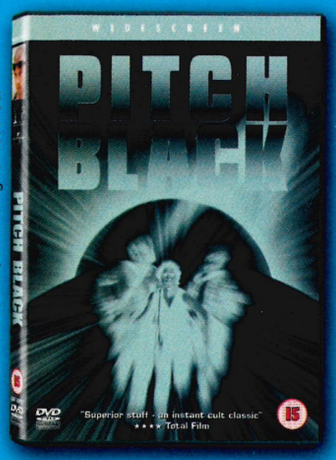
Players will also be able to hook up a web cam and CD player via the PS2's USB ports to drop images and tracks into the mix. *MOSIE* is certainly a unique product and its budget price is a plus, but whether it will unite clubbers and gamers is far from certain.

On balance, it lacks *MTV Music Generator 2's* nuts and bolts creativity on one hand, but at 20 quid for 60 choice tunes and an interactive graphics mixer it would certainly make for a bargain of a enhanced music package. *MOSIE* will be out on PS2 this summer. ☐ **PF**



A first-person shooter sequel is being considered, so players can hunt and kill DJs.

GREAT MOVIES IN JUNE ON DVD VIDEO™

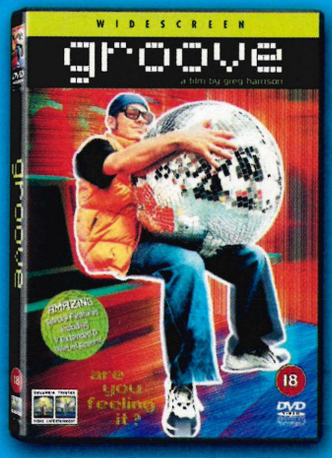


© 2000 Universal Studios, Inc. All Rights Reseved.

Marooned on a seemingly lifeless planet actually inhabited by an army of alien creatures which stalk the night, a group of desperate passengers turn to a murderous convict (*Vin Diesel*) with an appetite for destruction and eerie eyes that can guide them through the darkness.
Are you afraid of the dark? You will be...

SPECIAL FEATURES INCLUDE:
Director's Commentary, 'Into Pitch Black' Featurette, Web Cast / Rave Footage and Production Notes

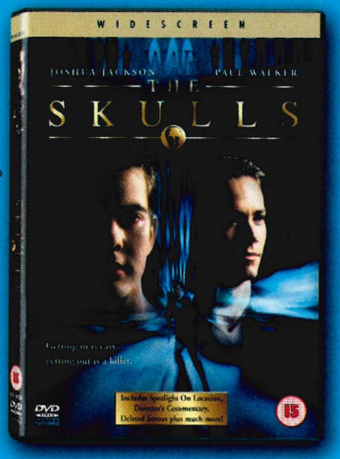
RELEASE DATE: OUT NOW



Groove is the indie hit that set the Sundance Film Festival raving.
The movie focuses on one night in the San Francisco underground rave scene. It explores the complexities of a uniquely '90s subculture through its many characters, revealing how raving is an opportunity to connect with life or escape from it.

SPECIAL FEATURES INCLUDE:
Bedrock Music Video *"Heaven Sent"*, Isolated Music Score, 7 Extended and Deleted Scenes, 3 Featurettes, Feature Length Director and Producer Commentary, Photo Gallery, Trailer, Filmographies

RELEASE DATE: 4th June 2001



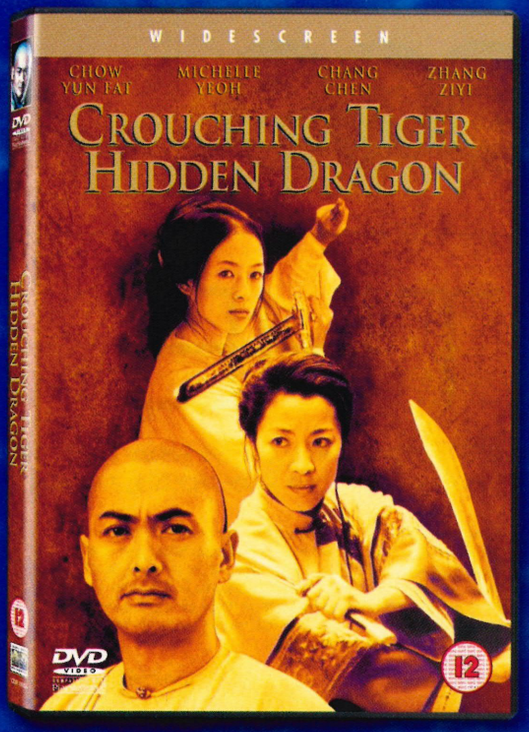
© 2000 Skulls Productions LLC. All Rights Reseved.

Deep within the hallowed walls of Ivy League's most prominent college campus there exists a secret society where power and influence are bred. Only a few are chosen and when an invitation comes for Luke McNamara (Dawson's Creek's *Joshua Jackson*) it is a dream come true. But when his best friend is found dead in sinister circumstances, Luke is forced to investigate the true nature of the organisation. But to find the truth he must outwit The Skulls at their own game.

SPECIAL FEATURES INCLUDE:
Director's Commentary, Deleted Scenes and 'On-Location' Featurette

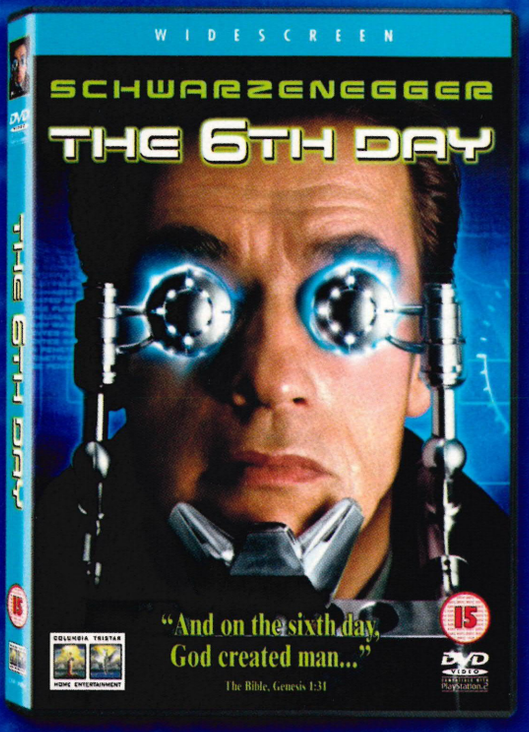
RELEASE DATE: 18th June 2001

The most talked about movie of the year and a must have for any DVD collection!
Crouching Tiger Hidden Dragon brings together a breathtaking combination high-flying action and stunning visual effects, woven around a story of honour, courage and love. Winner of 4 Oscars® and 4 Baftas, this critically acclaimed masterpiece is, according to the Evening Standard, *"a movie every man, woman and child on the face of the planet should see."*



SPECIAL FEATURES INCLUDE:
COMMENTARY BY AWARD WINNING DIRECTOR ANG LEE, THE MAKING-OF DOCUMENTARY AND AN INTERVIEW WITH MICHELLE YEOH.

Release Date: 18th June 2001



In the near future, when cloning pets and human organs is accepted, a sinister corporation has begun illegally duplicating entire human beings. But they've cloned the wrong man when family man Arnold Schwarzenegger comes home to find his life has been stolen by his clone. Also starring Robert Duvall.

SPECIAL FEATURES INCLUDE:
DIRECTOR'S COMMENTARY, 10 FEATURETTES, STORYBOARD AND CGI COMPARISONS AND THE 'RE-PET' COMMERCIAL FEATURED IN THE FILM.

Release Date: 4th June 2001

Available from

HMV
topdogfordvd

www.cthe.co.uk

UNIVERSAL

© Layout and Design 2001 Columbia TriStar Home Entertainment. All Rights Reserved.
ACADEMY AWARD® and OSCAR® are the registered trademark and service mark of the Academy of Motion Picture Arts and Sciences. All information correct at time of going to press.

COLUMBIA TRISTAR HOME ENTERTAINMENT

SPY

THE BEAUTIFUL

OPS2 continues to scour the galaxy for the most mind-blowing PlayStation 2 games ever conceived. This month: The best laser-shooting, missile-launching, planet-blasting 3D space combat game in the universe. And beyond.

1. Include the dark, sinister alternative 'Emperor' missions in LucasArts' definitive *Star Wars* title *TIE Fighter*. Being part of this secret society meant that you often had the moral decision of which mission objectives you would complete successfully – those for your Imperial Commander or those for the Dark Lords of the Sith. A bit like being in the Freemasons, but with no policemen or judges. Or dustmen.

2. The mesmerising visuals of *Star Wars: Starfighter*, with huge colourful explosions that rip craft apart in a blaze of interstellar fireworks and lightly broiled alien body parts.

3. Features the addictive trading element from the classic Eighties retro game *Elite*. Players get the chance to buy and sell such items as food, computers, ethnic wraps, herbal high pills, *Police Academy* Betamax tapes and vintage bongo mags.

4. The ability to reach out to fellow gamers in the ever-shrinking, culturally rich global village, and vaporize them online as in LucasArts' *X-Wing Vs TIE Fighter* for the PC. Reach out and then fry somebody's hand off.

5. A zoom/sniper function (as seen in *Starfighter*) with magnification so powerful that you can unfairly target opponents from the Menu screen, or blast the individual split ends off the pelt of a Mictulian Growler snoozing on a distant moon.

6. The constant jabbering and voices from other craft, friendly craft, roaming life forms selling overpriced tea towels and compilation CDs. Voice acting to be supplied by cut and paste Alec Guinness soundbites or Betty off *So Graham Norton*.

7. Special celebrity ships to destroy, downloaded from a constantly updated Web site specialising in overexposed, populist hate figures of the day.

8. A rousing score as dramatic as John Williams' *Star Wars* theme incorporated into an in-craft radio which also allows you to tune into local stations like Xangrilch-Theta 109.4 FM. 'All sub-sonic white noise, all of the time'.

9. Extra stuff to avoid such as asteroids, dodgy Russian space stations and laughably lo-tech remnants of NASA's deep space exploration programme playing an obscure Gorillaz welcome track to citizens of the universe.

10. Gorgeous 3D ships from all your favourite sci-fi films/TV programmes – *Star Wars*, *Star Trek*, *Babylon 5*, *Blake's 7*, *Battlestar Galactica*, *Button Moon* and *The Clangers*.

11. Has the freedom in the game to decide what kind of character you want to be such as a bounty hunter (where you capture or destroy other ships for money) or an agent provocateur (where you get sent to different systems to cause wars between alien races and sell fancy lace underthings).

12. The ability to change your ship (see 10) if you want by boarding others like a pirate, saving up and buying one or selling your soul to an evil alien corporation, fast-food manufacturer, or political party that wants you to do lots of nasty work in exchange for a really, really powerful spaceship.

13. Ability to dock and interact with other aliens and characters on neutral space station hubs, much like an RPG but with a first-person shooter option. Pop over to the 'Slug and Tyco Monolith' and order a pint, get into fights, make deals or merely try out alien chat up lines in an otaku-pleasing dating sub-game.

14. Massive collection of upgradeable weapons that takes the imaginative sadism of *Quake III*'s arsenal, the sheer mind boggling power of the Death Star's lasers and the immediate satisfaction of hitting an opponent with a plank. And sticks it on the front of your spaceship. You should also be able to trade, barter and steal desirable weapons from other life forms.

GAME

ILLUSTRATION: BEN KIRCHNER

PlayStation 2 RELEASE DATES

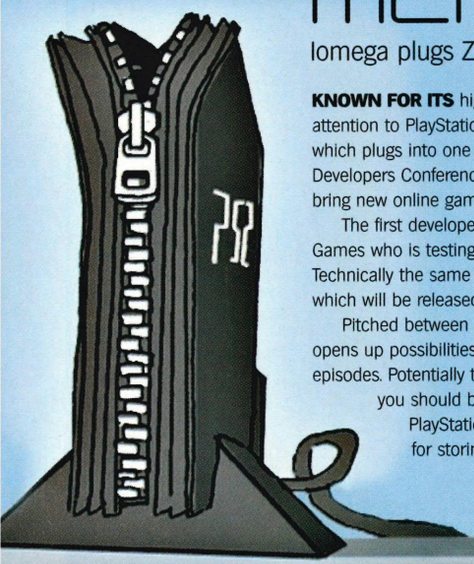
Game Name	Genre	Publisher
June 2001		
Bloody Roar 3	Beat-'em-up	Virgin
NBA Street	Sports sim	EA
Onimusha: Warlords	Adventure	Capcom
Portal Runner	Action	3DO
Stunt GP	Arcade racer	Virgin
Wacky Racers	Arcade racer	Infogrames
WDL: War Jetz	Adventure	3DO
July 2001		
Gran Turismo 3: A-spec	Racing sim	SCEE
Third quarter 2001		
18 Wheeler	Arcade racer	Acclaim
Age of Empires II	RPG	Konami
Alone in the Dark IV	Adventure	Infogrames
CART Fury	Arcade racer	Midway
Championship Motocross 2002	Racing sim	THQ
Commandos 2: Men Of Courage	Strategy	Eidos
Crash Bandicoot	Platformer	Konami
Dark Cloud	RPG	SCEE
Deus Ex	First-person shooter	Eidos
Ephemeral Fantasia	RPG	Konami
Extreme-G 3	Arcade racer	Acclaim
Evil Twin	Adventure	Ubi Soft
FIFA 2002	Football sim	EA Sports
Giants: Citizen Kabuto	Strategy	Interplay
G-Surfers	Arcade racer	TBA
Half-Life	First-person shooter	Sierra
Legion: Legend of Excalibur	Strategy	Midway
Le Mans 24 Hour	Racing sim	Infogrames
Lotus Challenge	Racing sim	Virgin
Paris-Dakar Rally	Rally sim	Acclaim
Project Eden	Adventure	Eidos
Resident Evil Code: Veronica	Adventure	Capcom
Rune: Viking Warlord	Adventure	Take 2
Run Like Hell	Adventure	Interplay
Soldier Of Fortune	First-person shooter	Majesco
Spy Hunter: The Return	Arcade racer	Midway
Star Trek Voyager: Elite Force	First-person shooter	Majesco
The Bouncer	RPG/Adventure	Square
The Gift	Adventure	Cryo
Titanium Angels	Shoot-'em-up	SCI
Twisted Metal: Black	Arcade racer	SCEE
UEFA Challenge	Football sim	Infogrames
WipEout Fusion	Arcade racer	SCEE
WTA Tour Tennis	Sports sim	Konami
Zombie Revenge	Adventure	Acclaim
Fourth quarter 2001		
Batman Vengeance	Action	Ubi Soft
Conflict: Desert Storm	Adventure	SCI
Devil May Cry	Adventure	Capcom
Dropship	Combat	SCEE
Duke Nukem	Adventure	Take 2
Final Fantasy X	RPG	Square
Grand Theft Auto 3	Action	Take 2/Rockstar
Herdy Gerdy	Herding game	Eidos
Hidden and Dangerous 2	Adventure	Take 2
ISS Pro Evolution 2	Football sim	Konami
Kelly Slater's Pro Surfer	Surfing sim	Activision
Kessen II	Strategy	EA
Klonoa 2	Platformer	SCEE
Legion: Legend of Excalibur	Strategy	Midway
Motor Mayhem	Racer/Shoot-'em-up	Infogrames
Prisoner Of War	Strategy	Codemasters
Robot Wars	TV tie-in	BBC
Salt Lake 2002	Winter sports sim	Eidos
Shadow Man: 2econd Coming	Adventure	Acclaim
Silent Hill 2	Adventure	Konami
Space Channel 5	Dancing game	Sega
Spyro The Dragon 4	Platformer	Havas
Stuntman	Adventure/racer	Infogrames
UEFA Champions League	Football sim	Take 2
VIP	Adventure	Ubi Soft
Virtua Fighter 4	Beat-'em-up	Sega
World Rally Championship 2001	Rally sim	SCEE
Release dates TBC		
Black & White	God sim	EA
The Getaway	Adventure/racer	SCEE
Medal Of Honor Frontline	First-person shooter	EA
Medal Of Honor Fighter Command	Flight sim	EA
Metal Gear Solid 2	Adventure	Konami
Tenchu 3	Adventure	Activision
TimeSplitters 2	First-person shooter	Eidos
James Bond 007 Agent Under Fire	Adventure	EA
Tomb Raider: Next Gen	Adventure	Eidos
X-Men RPG	RPG	Activision

**Game release dates are correct at the time of going to press.*

SPY

EXPAND YOUR MEMORY

Iomega plugs Zip drives into PlayStation 2.



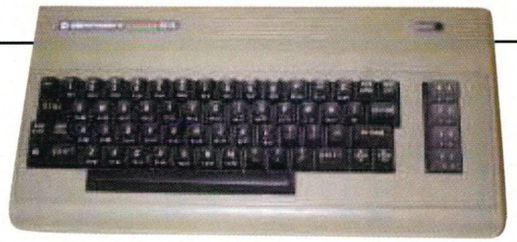
KNOWN FOR ITS high-capacity PC Zip drives, storage expert Iomega has turned its attention to PlayStation 2. It quietly announced its PlayStation 2-compatible Zip drive, which plugs into one of the console's two USB ports, at this March's Game Developers Conference. Used in conjunction with the PS2's USB modem this could bring new online gaming opportunities in advance of the Sony Hard Disk Drive.

The first developer to announce its support was *Unreal Tournament* creator Epic Games who is testing the system with downloadable *UT* levels on its Web site. Technically the same as Iomega's PC drives, the stand alone PlayStation 2 Zip drive, which will be released in the autumn in the US, also uses the standard 100MB disks.

Pitched between an 8MB memory card and Sony's Hard Disk Drive, the Zip disk opens up possibilities such as downloadable new characters and additional game episodes. Potentially the compatibility between PC and PlayStation 2 Zip disks means you should be able to transfer content downloaded from your PC to your PlayStation 2 too. Iomega even suggests developers could write software for storing music, images and even emails using the technology. ☐ **JJ**

Iomega demoed its USB PS2 Zip drive at GDC. Erm, real drive not pictured...

ILLUSTRATION: WILL BARRAS



OLD SKOOL DISCO

From the computer of the past comes the tunes of the future. Maybe.

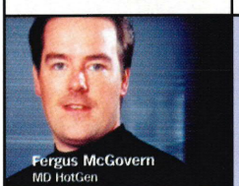
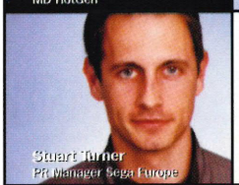
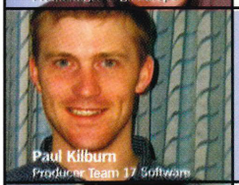
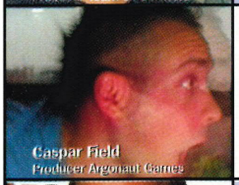
BACK IN THE HALCYON days of Eighties videogames, Clive Sinclair's ZX Spectrum may have thrilled with its 16 colour blocky graphics, but it was the Commodore 64 which came out tops in terms of in-game sound via a synthesizer chip known as SID.

In an attempt to preserve this classic game music forever, record label Ladomat has released a CD called *Input 64* featuring tracks such as legendary composer Rob Hubbard's *Intro-Theme From Starball* – which actually sounds like an outtake from Aphex Twin's Rephlex label – and Peter Liepa's electro epic, *Theme From Kinetix*. The label is also planning to produce a remix album starring the likes of Chicks On Speed and Flat Eric fella Mr Oizo, for that essential cred. ☐ **JS**

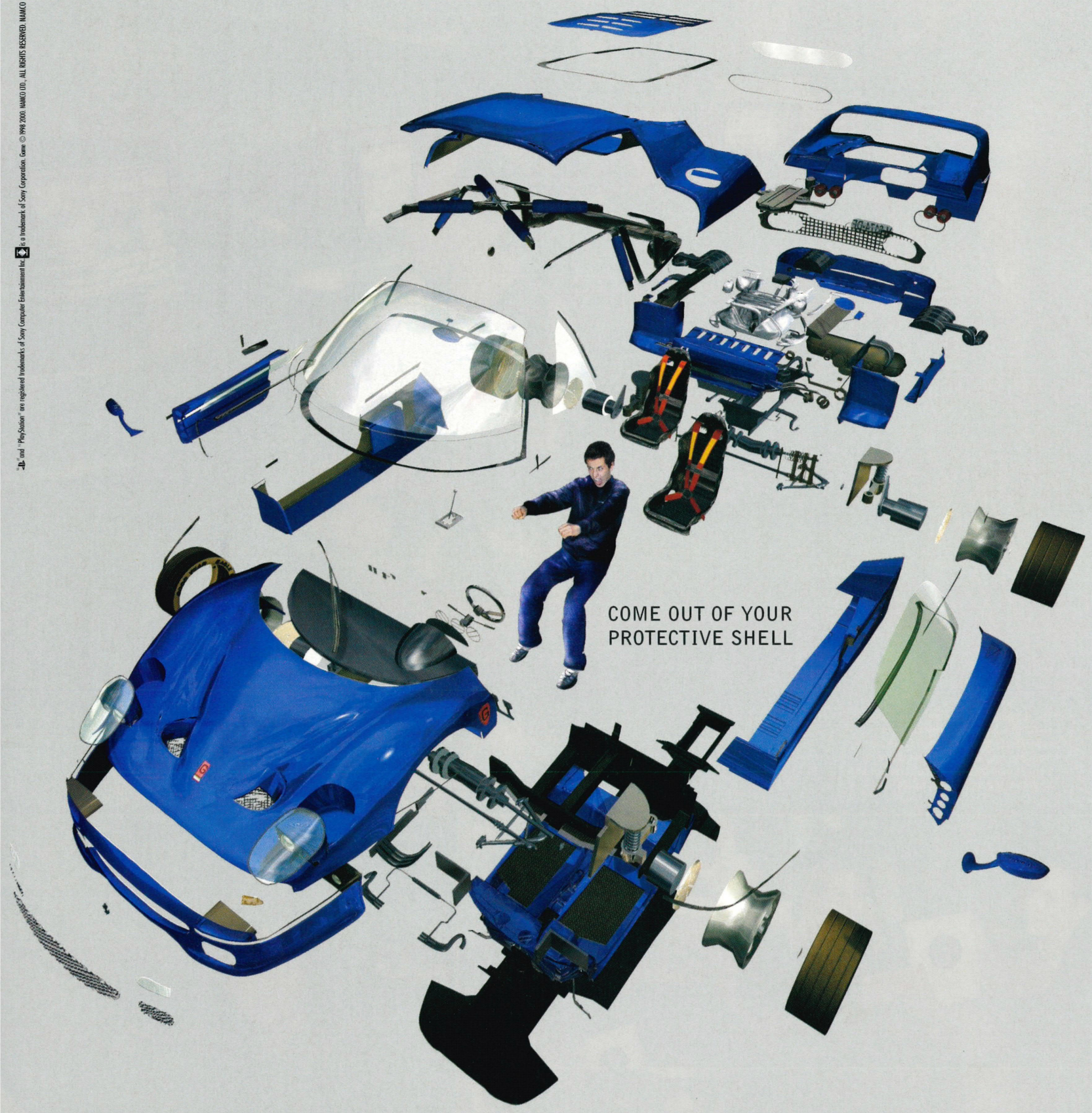
*Input 64 *is available now on Ladomat.*

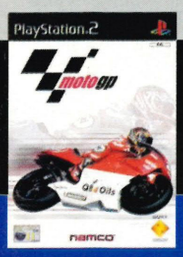
5x5

Every issue, we put five questions to five industry professionals. This month: Sega's new role as dedicated software producer.

	Is Sega's decision to dump the Dreamcast and concentrate on being a videogame software developer a wise move?	What caused Sega to fall so badly behind Sony in the videogame format wars?	How can Sega retain its unique videogame style in an industry that often rewards sequels and endless driving and sports sims?	Where do you see Sega in ten years time? Will they ever make another games console?	What's your favourite Sega game of all time?
 **Fergus McGovern** MD HotGen	It's easy to pass judgement on other people's decisions when you're not in possession of all the facts. I can only say that I think Sega's departure from the hardware arena is sad news. But if the alternative was meltdown, then it's good news – at least for those who want to go on enjoying brilliant games like *Sega Rally, Virtua Cop, Crazy Taxi* and many more classics you'd care to mention.	Timing, brand values and resources. The timing favoured a shift from a niche games market to a wider interest in consoles. Sony's brand commanded that wider interest, and fortunately for them they had the resources to throw behind the introduction of PlayStation.	You can't say on the one hand that the industry is unoriginal while at the same time applauding major players for being the opposite. Sega will retain its 'unique videogame style' just the way it – and many other companies – always have, by staying true to its values. Those values are industry values, not just Sega's.	I'm sure Sega will still be a big name in videogaming in ten years time. And I'm sure that the expertise it has developed in console design and manufacture will find an outlet.	Without a doubt it has to be *Crazy Taxi.* **Check out www.hotgen.com*
 **Stuart Turner** PR Manager Sega Europe	Sega has always been known as a games company while Sony has always been a superb hardware manufacturer. It makes sense to let Sony do what they do best leaving us free to concentrate on our years of expertise.	Quite simply the failure to have the first mainstream console (PlayStation) ultimately lead to the demise of Sega's hardware business. We were playing catch up after the PlayStation out sold the Sega Saturn.	We know that there are over 500,000 Sega fans out there (those that bought DCs) and we hope to attract many more with innovative titles such as *Crazy Taxi* and *18 Wheeler.*	The console days are well and truly behind us. The next ten years we hope to see Sega become the world's number one games publisher.	Oooh, that's a toughie. It would probably be a close run thing between *Sonic* on the MegaDrive, *Nights* on the Saturn, *PSO, Jet Set Radio, Crazy Taxi* or *Shenmue* on the Dreamcast and *Outrun* at the arcade. **Crazy Taxi is out now through Acclaim. We'll bring you more Sega news next issue*
 **Paul Kilburn** Producer Team 17 Software	Yes, but it's a shame. With the mess they made of promoting the Dreamcast there is no other option. Sony had made the mass-market available – you'd have thought that with the quality of the games that have appeared on the DC it would have been easy for Sega to get a decent market share.	The killer games that a format needs to survive didn't appear until it was too late. The vibe on the street never said, 'You want a Dreamcast.' This is probably because Sega never told anyone, 'You need a Dreamcast, and this is why...'	If they're realistic, they can't ignore doing sequels, the current market demands them. But, by keeping a good balance between the original new ideas (*Crazy Taxi, Jet Set Radio*) and their sequels they should be okay.	I don't think they'll make another console, not a mainstream one anyway. In ten years I see it as a respected developer/publisher churning out four or five really good games and five or six average ones per year.	*Crazy Taxi.* Without a doubt. **Check out www.team17.co.uk*
 **Caspar Field** Producer Argonaut Games	Yes, and it's been too long coming. Imagine the resources that Sega pumped into Dreamcast having been spent on PSone, N64, PlayStation 2, Xbox and GBA development? That's a lot of games.	Mainly it's because Sega (and everyone else for that matter) didn't anticipate Sony coming to market with such a well-designed console and ruthlessly efficient marketing machine. And because the Saturn was originally a 2D-only machine.	It's precisely because Sega is supremely good at making those three things in unique and interesting ways that publishers like EA are so worried about having them to compete with. *Virtua Fighter 4?* Yes please!	Not unless someone in Sega's management has a death wish for the company. If Sega is smart, ten years from now it should be one of the leading interactive entertainment content providers on the planet.	*Daytona USA*, no question. More 50p pieces in that baby than I can remember. The Dreamcast version is okay, but I'd rather have a second hand twin-cab arcade machine. Unfortunately I live in a third floor flat. Bugger. **Argonaut is currently working on several top secret PS2 projects*
Charles Cecil MD Revolution	Without doubt. Sega has always been renowned for the superb games – and previously only owners of its dedicated hardware have been able to enjoy those games (discounting, of course, the rather lacklustre PC ports). From now, Sega games will appear on all major formats, allowing Sega to exploit the games more effectively and exposing an even larger audience to its great games.	I think Sega was unlucky. It bravely launched way before PS2, and with hindsight the differences between the two formats has proved to be less exceptional than we first thought. However, at the time, Dreamcast suffered from a lack of expectation, and few were brave enough to support it opting to back the safer, Sony option.	Sega fans will always be Sega fans, no matter what format they're playing the games on. You could level some of the above criticism on Sega, too – *Daytona* and *Virtua Striker/Athlete* aren't exactly gaming innovations – and I don't necessarily think its mix will change. Sega will continue to port successful arcade games to home formats, whilst exploiting new ideas like *Jet Set Radio.*	No. I think Sega has burnt its fingers too many times to even consider re-entering the home format again. So in ten years time, Sega will be in much the same position, behind some of the biggest and best games around.	*Outrun.* Admittedly it's not the most technically impressive game of all time, but the first time I saw that big, hydraulic car, complete with in-car stereo, I was totally hooked. **For news on Revolution's new games see page 62*

namco





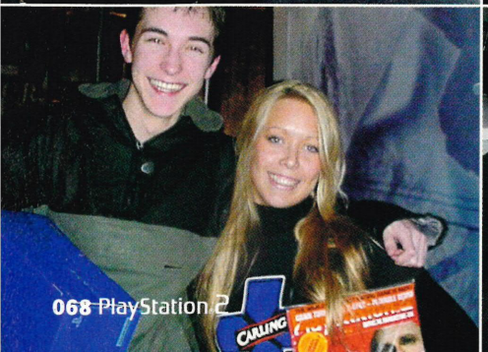
Still prepared to do 196mph with nothing between you and the tarmac? If you are, you're in for the ultimate race, around the world's fastest tracks, on the fastest bikes, MOTOGP, unarguable proof that two wheels are better than four.

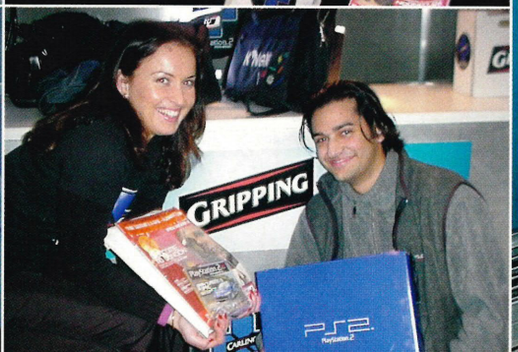
www.uk.scee.com/motogp

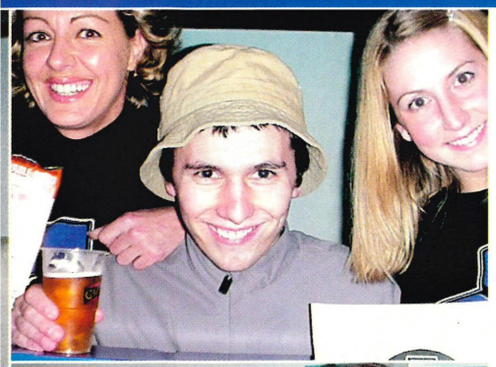
PlayStation.2

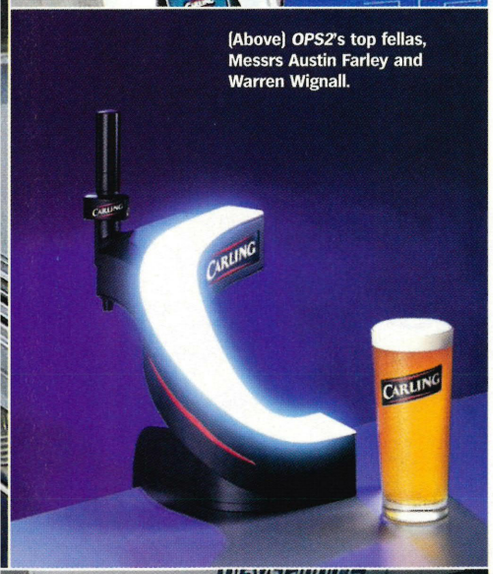
"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. is a trademark of Sony Corporation. Game © 1998 2000. NAMCO LTD., ALL RIGHTS RESERVED. NAMCO is a registered trademark of NAMCO LTD.

The gorgeous interiors of the Carling *OPS2* Bus, as enjoyed by the good students of Bristol. (Below) Clockwise from top left, *GT3* Challenge winners from Manchester, Liverpool, London and Brighton. Big ups (ahem) to all!









(Above) *OPS2*'s top fellas, Messrs Austin Farley and Warren Wignall.

Students? In shirts and ties? Ah, it were never like this in my day...

MAIN PHOTOS: RICK BUETTNER

UNIVERSITY CHALLENGE

One bus, 12 universities, a lot of games, a lot more beer, nekkid promo girls, patient girlfriends, bus rocking, *GT3* mania, sibling rivalry and a happy ending – it's the Carling *OPS2* Bus Tour!

"If you build it, they will come," goeth the legend and never has a wiser cliché been slightly misquoted from a Kevin Costner film. The inaugural Carling *OPS2* Bus Tour set off on its travels this March, with a mission to convert the country's students to the joys of PlayStation 2 and treat them to free Carling lager while they were busy getting to grips with a sneak preview of *Gran Turismo 3*, thanks to Carling and *OPS2*.

So what happened? Oh, just about everything. Things started reasonably quietly in Durham, with the Carling *OPS2* double-decker parking up in front of the halls of residence. Pizza was hauled in from the cafeteria and a great night was had by all. Then off to sunny Manchester where Austin Farley sadly arrived just too late to compete for that night's challenge. A dedicated man is never thwarted though and two trains and two taxis later, our Austin duly arrived for the Leeds leg of the Bus Tour. With his girlfriend patiently waiting in the bar downstairs, Austin's efforts were rewarded when he registered the fastest time at *Gran Turismo 3* and walked off smiling with a PlayStation 2 and a crate of Carling for his highly commendable efforts. Mr Austin – we salute you!

Leeds also saw the first and sadly only appearance of the Promo Girl Strip. Getting ready for the day, one of the Carling *OPS2* Bus Tour Girls ran upstairs to change into her tour T-shirt. Unbeknown to her, at the time there was a live feed camera showing the top deck action on a plasma screen in the downstairs bar area. What can only be described a 'right eyeful' was enjoyed by all assembled on the bottom deck, but photographic evidence remained unfortunately lacking. As for video footage however...

The Carling *OPS2* Bus Tour Girls proved popular again in Loughborough as the Tour Bus registered the first of what became known as the 'bus rock' – nothing to do with the free Carling or the music booming inside, but the sight of the bus shaking as a crowd of PS2-hungry bods on the top deck jumped when a new high score was achieved.

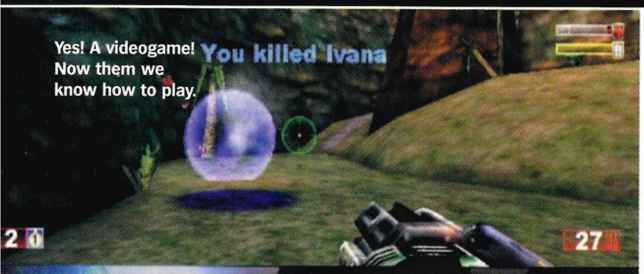
So a good-natured affair? Not on your life. Three brothers turned up at one date for a night of keenly-contested gaming – one duly won the night's challenge but for the good of family harmony, agreed to split not only his new PlayStation 2 but his crate of Carling between them all. Similarly, a set of three flatmates registered the three highest scores when Carling *OPS2* Bus Tour parked up in Bristol.

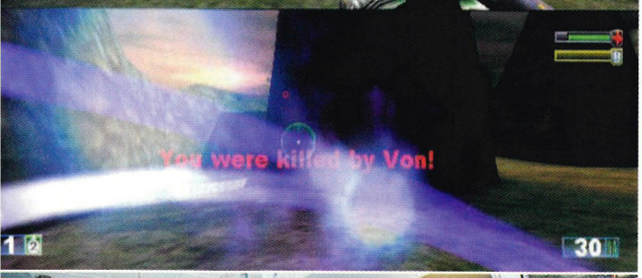
Finally, a heartwarming story. Dedicated *OPS2* fan, Liverpool's Warren Wignall, was due to visit the Tour Bus at its very first destination on the Mersey. Unfortunately Warren was involved in a car accident and was too poorly to come. However by the end of the tour he was just able to move about, so he got his mate to drive him to Cardiff for a chance of winning a PlayStation 2 on what would be the very last day of the tour. Warren not only won the challenge at Cardiff but also registered the fastest race time of the entire tour. Then in an act of almost unbelievable generosity, Warren gave the PlayStation 2 to his friend as a thank you present for driving him the 210 miles from Liverpool to Cardiff! Warren – you're a true star and a top fella to boot.

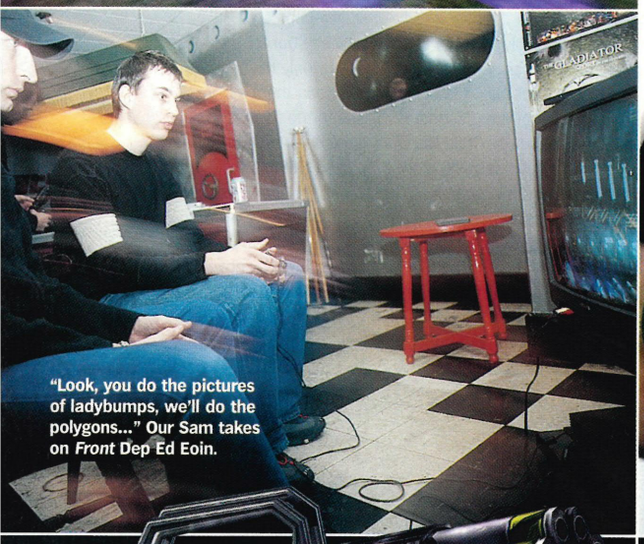
//So was the Carling *OPS2* Tour *GT3* challenge a good-natured affair? Not on your life...//

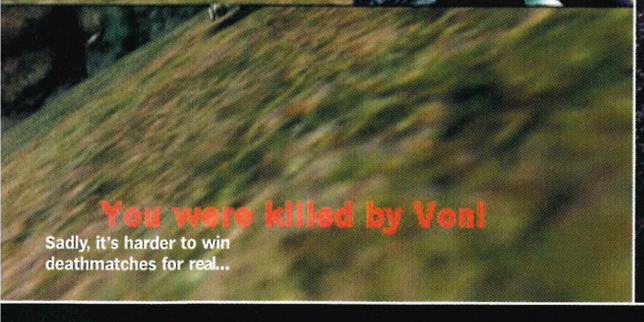
That's your lot. Just to say thanks to all at Sony, Eidos and everyone at Carling who helped out, the lovely people at Joe Public, Beth and Rick for covering the Bristol gig, all the helpful Student Unions and universities and, most importantly, all of you who turned up. We'll see you next time round. Now, what am I bid for this roll of videotape? □

"Any more fares please?" That Carling *OPS2* Bus in full.







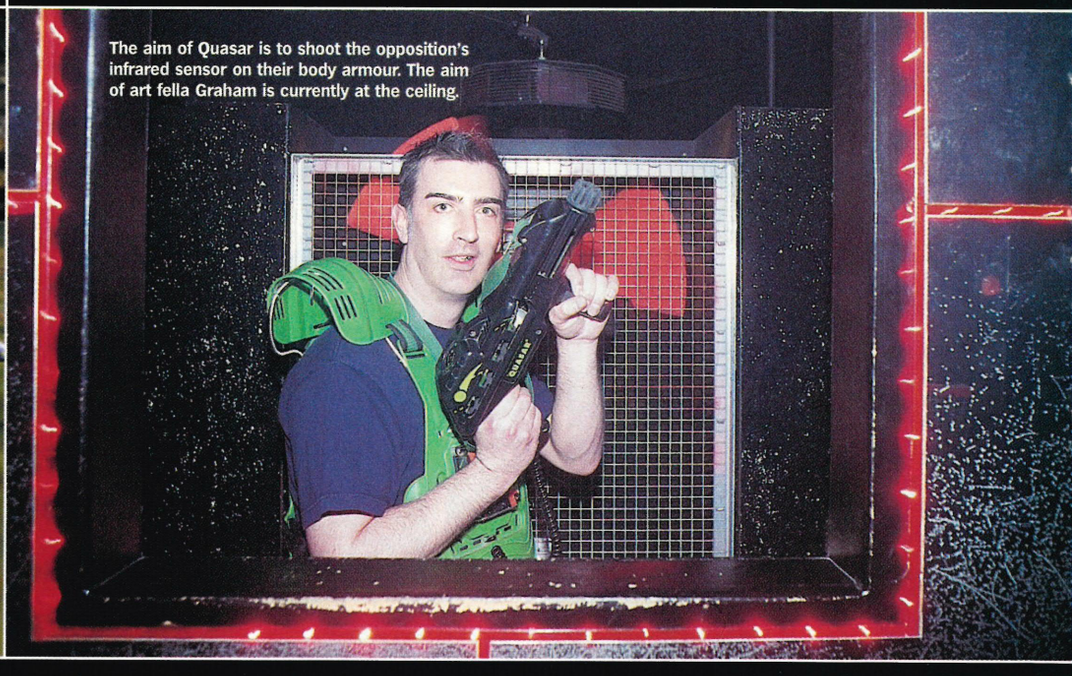


» GEORGE WALTER
The Insider. Full-on kamikaze runs, but shot us more than the enemy. Sacked.

» PR BLOKE
The Ringer. Mike was away and we needed a sub. This is what we got.

WORDS: SAM RICHARDS/PHOTOS: MARTIN BURTON

THE REAL



The *OPS2* battle team. Pasty faces, red eyes, sweaty brows, ruffled hair... Which is all very well but this was taken before the match. Sigh.

» SAM RICHARDS
The Bossman. Commanded the troop, but his bellows fell on deaf ears.

» GRAHAM DALZELL
The Suicide Bomber. Scored the most hits, but got creamed like a (green)horn.

» FITZ
The Ditherer. Brave as heck but dead in the slaughter.

» MOYLER
The Kaiser. A defensive role as always (so naff all hits).

UNREAL

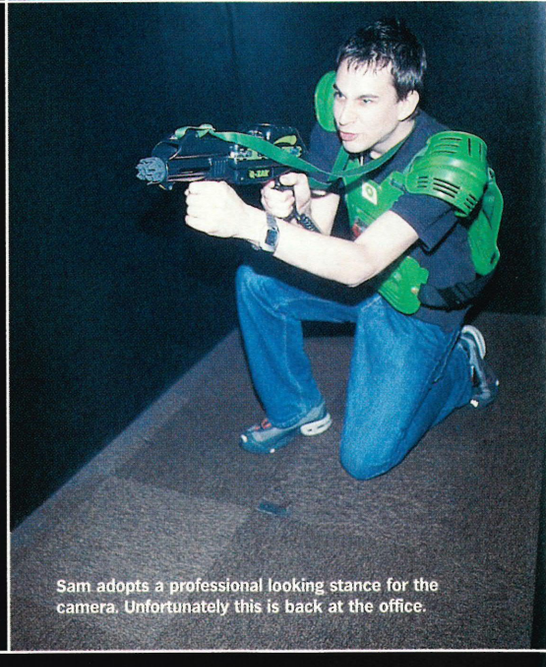
With first-person shooters such as *Unreal Tournament* tooling-up for PS2, it's time to see whether our deathmatch skills stoof up to a slice of real life carnage. *OPS2* were challenged to a bout of Quasar by lads mag *Front* – would our *Unreal* skills help us to victory? Would they hell...

You find us stealthily negotiating a dark, dank, labyrinth to the strains of pumping trance metal. We are armed only with crude laser guns, protected only by luminous plastic armour. In the distance we can just make out the spine-chilling howls of our bloodthirsty foes, the fearsome editorial team of *Front* magazine.

This is not a game. Or, at least, not a game where we can sit down in comfy chairs and happily leather *Front* with our eyes closed. That was *Unreal Tournament*, at which *OPS2* naturally reigned supreme. This is Quasar, about as close as you can get to experiencing a real-life first-person shooter without the danger of actually being shot in the nads. Apart from paintball.

The peeling walls of London Archway's Quasar centre may no longer represent the epitome of clinical, futuristic chic to match some of the space station environments seen in *Unreal Tournament* – in fact playing Quasar is rather like legging it around a dingy Eighties nite spot – but a similar sense of anticipation and excitement pervades. Ironically, the advent of quality home videogames is probably the primary contributor to Quasar's decline, but as our escapade proves, it's good to get out of the house and work up a sweat once in a while.

Do we have a strategy? Do we heck. Even in *Unreal*'s Capture The Flag mode, complex tactics are of no consequence if you keep getting shot by superior marksmen. As an hour's worth of aimless but enjoyable running, ducking and shooting comes to an end with the sound of our own base being raided ringing in our ears, it soon becomes clear that long days of joypad hammering are not really suitable preparation for physical conflict. In other words, we lost. Bugger. "You might have been okay if you didn't keep shooting each other," explains the supervisor. Back to the comforting netherworld of videogames, then. And God help us if there's a war. □



Sam adopts a professional looking stance for the camera. Unfortunately this is back at the office.

WORDS: AMOS WONG/PHOTOGRAPHY: JAMES COPE

SATANIC VERSUS

Dressed in black leather, wielding his twin silver mobile phones like pistols as he sweeps into the room, 'President Evil' Shinji Mikami is beginning to resemble one of his game characters. Given he's spent the last year living through the eyes of Dante from new epic *Devil May Cry*, this isn't surprising. While at Tokyo Game Show, *OPS2* took time out to probe the recesses of Mikami's macabre mind.

New survival horror, new danger... Mikami-san reveals the darkness behind those eyes.

They're almost here. The unveiling of new versions of *Final Fantasy*, *Silent Hill* and *Metal Gear Solid* sequels have sated many curious gamers eager to see how their favourite PSone worlds would translate to PS2 – and things are looking good. Nevertheless, the next-gen appearance of a certain zombie-infested survival horror series still hasn't blipped on the gaming radar. Despite the appearance of *Code: Veronica* this summer (and which is, after all, a Dreamcast port and doesn't really count), details regarding the bona fide PS2 debut of *Resident Evil* remain a mystery, as does any form of rumour or release date. Shinji Mikami does, however, have a very good excuse for *Resi 4*'s delay.

"Flagship, the company in charge of *Resident Evil 2* and *Onimusha*'s scripts, had produced a scenario and we were developing the game based on their concept," Mikami recalls of the time around PlayStation 2's birth. Then, everything went to hell. Literally. The gameplay was becoming so removed from the central principles of the *Resident Evil* series, Mikami decided to scrap the scenario altogether and mould the new gameplay ideas into an original title. What's more, Mikami decided to develop the story in-house at Capcom. "Flagship got really upset," he chuckles, before assuring us that things have been patched up since. From such nefarious origins though, an all-new demonic tour de force is rising...

THE DEVIL YOU'LL KNOW

The game's on-line trailer sets the scene. Two millennia ago, there existed a 'good' demon named Sparta who defended humans from Satan's spawn with the power of his sword. Now, Satan's dark forces are back with serious carnage in mind, and another hero must be found. Wielding a suitably colossal blade, packing serious firepower, and cutting quite a dash with his scarlet cape, this time the saviour of mankind is Sparta's half-man, half-demon ancestor – Dante.

This sketch depicting a Gaudiesque cathedral shows that the *Devil May Cry* team are really pulling out all the stops with their environments.

DEVIL MAY CRY

"Don't say a word, but I'm working on *Resi 4* now..." Mikami lets the mutant zombiefied cat out of the bag.

Described by its creator as a "stylish hard action game" Mikami explains that with *Devil May Cry* he wanted to show his respect towards the traditions of the popular action genre, but at the same time infuse it with new life. "For me, recent games are too simple – they're like a leisurely hike through the foothills. I wanted to invent a challenge, a game that would give players a greater sense of achievement. *Devil May Cry* should be the equivalent of climbing a mountain."

The game's shrewd sense of style emanates from its wisecracking protagonist. Dante's threads may be sharp but is tongue is sharper – even when being threatened by a monstrous spider-like beast, he can't resist a snide comic aside. Says Mikami, "It's important not only for the character to be cool, but to be someone with whom the players can identify."

Further inquiries regarding Dante's past history and the personal motivations in his battle against the demons are politely deflected. "They're a part of the mystery that will be revealed at the end of the game," explains Mikami. "If we mention them now? Well, it would spoil everything." One question still hanging on our lips though concerns Trish, the sole supporting character seen very briefly at the beginning of *Devil May Cry's* Japanese demo. "She's a demon as well," says Mikami. "You can consider them partners." Before you start wondering whether Trish and other characters will be playable, Mikami is quick to quash assumptions. That might've happened for *Resi* but, despite their similar origins, Mikami is keen to stress the two games are completely different beasts. Although a horror scenario is common to both games, *Devil May Cry* will not be the *Resi* clone it so could've been.

//"Dante will be able to punch and kick his way through opponents" Shinji Mikami on *Devil May Cry*//

DANTE'S INFERNO

So what makes *Devil May Cry* different? Beautifully fluid movement for a start: Dante's athletic abilities include graceful somersaulting jumps, kung-fu recoveries, balletic strafing and of course, stylish gun handling that would make John Woo proud. Mikami's particularly fond of the combination sword and gun attacks possible, once players are accustomed to the control system. "The focus is on action and the different ways you can dispose of enemies." A total of fifteen different types of foe will emerge during the game for your slaying pleasure. The largest to be seen so far appears in the online trailer: a towering demon hawk with a monstrous roar that bursts through a stained glass window to confront Dante, pistols drawn and ready.

At the beginning of the demo packaged with *Code: Veronica*, Dante's arsenal consists of a sword and a pistol, but he soon uncovers a shotgun under some junk in the library. More powerful weapons will become available, though Mikami is tight-lipped when it comes to specifics. "A feature not shown in the demo allows Dante to punch and kick his way through opponents – it's an ability he acquires later in the game. The moves will be quite easy to execute, so players can have a lot of fun trying to finish the rest of the game without any weapons."

Dante's most destructive power derives from the unholy blood coursing through his veins. In other words, he possesses the ability to transform into a winged demon and issue supernatural energy attacks. "That's really the idea of the Director [*Resi 2's* Hideki Kamiya]," claims Mikami. "I tend to prefer more straightforward characters. But Kamiya is a big fan of such classic Japanese heroes as Devilman, Vampire Hunter D and Kamen Rider, so he wanted to make Dante both good-looking and extremely powerful." Another of the Director's requests was to implement a block-rocking soundtrack during the action sequences providing a contrast with the calm baroque music accompanying the quieter interludes.

HELL ON EARTH

As anybody who's sampled the *DMC* demo will attest, the game is an absolute stunner – the otherwise impressive *Code: Veronica* loses a fair bit of its sheen upon comparison. You have to thank the Emotion Engine, but as Mikami remarks, the eye-popping visuals didn't come by easily. "*Devil May Cry* was an original concept as well as our first title developed on PS2 from scratch. The hardware was literally a black box at the start. We didn't know anything of its capabilities or indeed what to do with it, so a lot of time passed before we were even able show a colour display on screen." However, having overcome initial technical hurdles, Mikami is obviously proud of the results so far. "I don't think any other game at the

A GUIDE TO GAUDI

More on Mikami's architectural inspiration.

Antoni Gaudi was a Spanish architect working in Barcelona at the turn of the 19th Century. His first major work, the Casa Vicens, established Gaudi at the forefront of a gothic revival and his subsequent works went on to incoporate elements of art nouveau and even surrealism, contributing to a thoroughly unique, daring style. His best known buildings are Parc Guell (an open area full of bizarre burlesque treats), La Pedrera (pictured above, a organically sculpted housing block) and La Sagrada Familia (a colossal gothic cathedral in the centre of Barcelona that is still being built). *Devil May Cry* borrows heavily from Gaudi's darker side, the castle featured in the demo being one big tribute to his architectural genius. For more on Gaudi, visit **www.gaudiclub.com**

None more black – Devil Man (top) and Richard Ashcroft-alike, Vampire Hunter D.

DARK HEROES

Mikami claims that there was no deliberate intention to mimic typical Hollywood effects in *Devil May Cry* but – he and Kamiya being big movie fans – admits that unconscious referencing is unavoidable. The way the foes disintegrate upon death is very *Blade*, for example. Still, Mikami does mention that Kamiya's aim was to blend the Western style with the tradition of Japanese 'dark heroes' from comics, television and animation. Dark heroes will turn against their own evil kind to fight on the other side for justice, much like Dante. Here's a few that were mentioned by Mikami.

DEVIL MAN

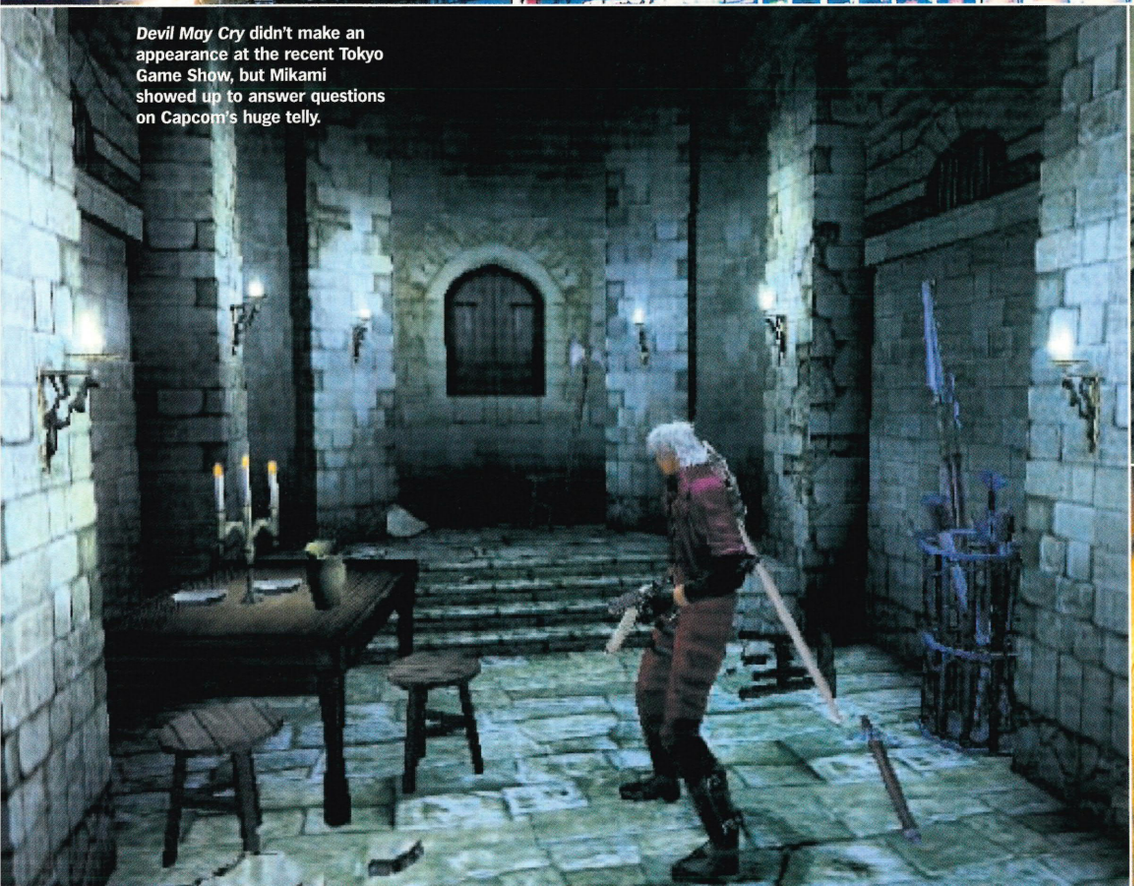
This comic by legendary artist Go Nagai appeared in the summer of 1972 and became a television series later that same year. *Devil Man* was itself a more mainstream reworking of Nagai's own *Devil King Dante*, a darker and more erotic comic book hit from almost a year before.

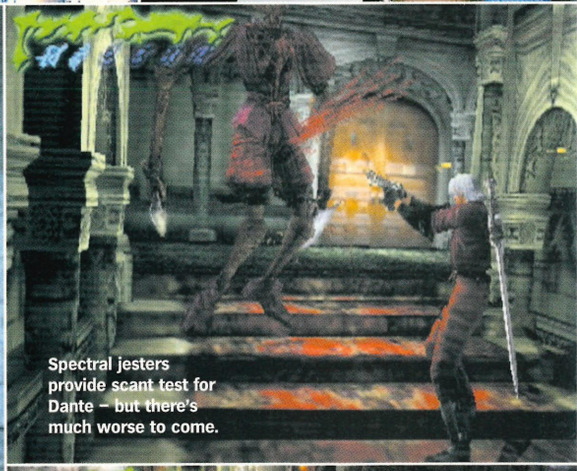
With his parents brutally slain by demons hungry to wreak havoc on humankind, teenager Akira Fudo binds his soul with the powerful Amon, to exact revenge and protect his kind – for the only way to kill a demon is to become one. His resultant hybrid status allows him to keep his human form and gentle soul during times of peace, transforming into the snarling, animalistic hero when trouble strikes. Possessing superhuman strength for a start, *Devil Man* can also issue energy beams from his forehead, easily slicing through anything in his path. Shredding, impaling and generally dispatching enemies in gruesome ways, *Devil Man* is also gifted with the power of teleportation and flight, thanks to giant bat-like wings that unfurl from his back.

While new *Devil Man* incarnations are still appearing to this day (the character is still a popular icon), two classic anime videos (produced in 1987 and 1990 respectively) are available in the UK from Manga Entertainment. Despite receiving a

The game won't feature lengthy cut-scenes – instead Mikami intends you to wander through scenes marvelling at the landscape.

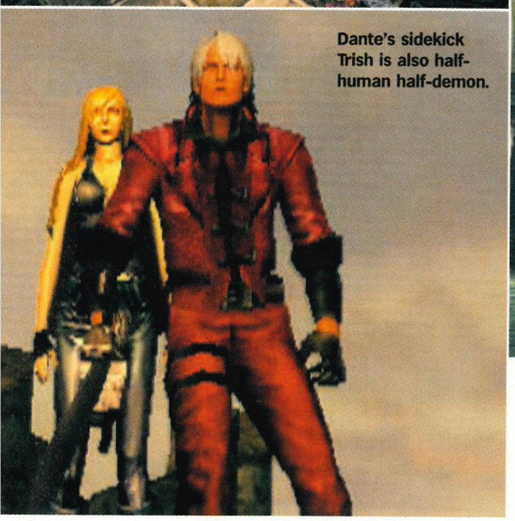
Devil May Cry didn't make an appearance at the recent Tokyo Game Show, but Mikami showed up to answer questions on Capcom's huge telly.





Spectral jesters provide scant test for Dante – but there's much worse to come.

These puppet jesters can string Dante up, but he escapes easily enough.



Dante's sidekick Trish is also half-human half-demon.

Devil May Cry: making *Code: Veronica* look plain ordinary?

moment has the same quality, using full polygons," he boasts. You'd swear that the immaculate backgrounds were of the static pre-rendered variety, until everything starts moving and the cinematics take your breath away. Admitting that sometimes certain scenes could became a little confusing to play due to the rapid interchange of camera angles, Mikami feels that the cuts add to the movie-like presentation. Beginning in a foreboding gothic castle, the action will be spread throughout three expansive main stages, between which Dante will need to travel back and forth. The European style inherent in the environment and the costumes is the result of both the Producer and Director's interest in gothic and unusual design. "Beforehand, I already had an image of what the castle should look like," Mikami reveals. "Something along the lines of [Spanish architect] Antonio Gaudi's work. We already have a lot of documentation about castles, but the game's design staff also went to Spain and Britain for a week of research, visiting real castles and absorbing the architecture. They took photos of anything that grabbed them and became really inspired by the European style – they thought it was perfect. The excursion really helped in terms of creating the overall atmosphere."

//"Design staff went to Spain and Britain for a week of research, visiting real castles and absorbing real architecture" Shinji Mikami//

The influence of Gaudi's organic, undulating architectural forms and subdued colours is palpable, especially in the library area of the castle. Subtle image within image trickery, like melting overhangs resembling sharp teeth adorning an open maw and the slightest hint of unholy screaming engraved into the marble suggests the influence of another of Spain's artists, Salvador Dali. Elsewhere, the heavily ornate decorations of Gaudi's churches grace the game's corridors and altars.

Complimenting the design team's skill, Mikami says that he wanted to give them complete freedom, but with a laugh he admits that sometimes they took things a little too far. "Actually, the designers didn't need to make the backgrounds as detailed as they did, but they became obsessed, working overnight to tweak the textures. I had to rein them in on occasion."

EVIL APPROACHES

Mikami reckons *Devil May Cry* is currently about 70 to 80 per cent complete; all that's left are some fine adjustments to be made before it hits Japanese stores this summer. "Its tough working on big projects, but we always manage to finish them just as the deadline hits," he grins. With the game still under development he's not sure exactly how long it will take the player to complete, but estimates the time to be between six to twelve hours, depending on the skill of the adventurer. "With this particular title, I'd like players to come back to it after they've completed it initially. The point isn't just to clear each area of monsters as quickly as possible. Players should opt for the coolest way to do so, even if the method may be less effective."

After *Devil May Cry*'s release, Mikami will return to work on the latest instalment of his much anticipated undead saga. "We've gained a lot of technical experience from *Devil May Cry*," he remarks. And as for future developments? "We'll certainly be applying our new found know-how to *Resident Evil 4*, in terms of creating smooth camera work and detailed and dynamic graphics and lighting effects." Evil never rests – it just keeps on mutating into darker and deadlier forms. □

DARK HEROES (continued)

shaky English dub, the second video in particular is worth a watch for the spectacular climactic aerial battle. Oh, and masses of carnage.

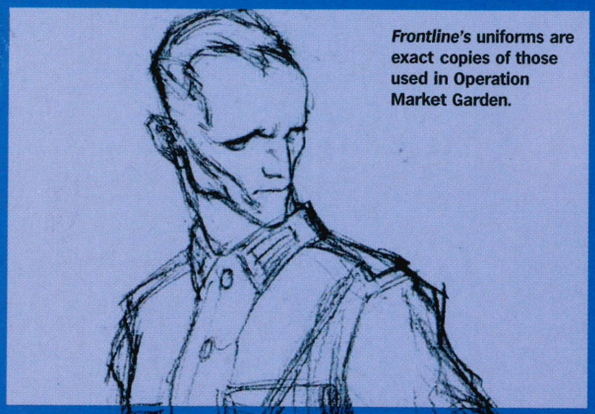
VAMPIRE HUNTER D

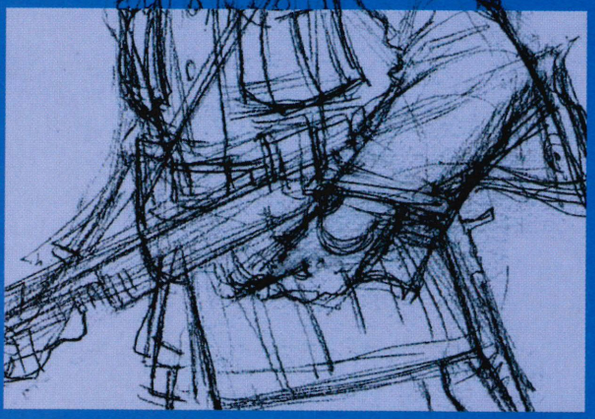
First published in 1983, the long-running series of novels by famed horror author Hideyuki Kikuchi features beautiful illustrations from Yoshitaka Amano of *Final Fantasy* fame. The setting is 12,090AD and the Earth has been conquered by an aristocratic race of vampires. The takeover was easy; decimated by the 1999 nuclear war, the surviving civilisation had devolved into barbarism. Possessing a wealth of technology, the vampires construct an automated city, artificially control the world's climate and bio-engineer monsters. When a rebellion overthrows the ruling class, the undead and their monsters scatter, but continue to terrorise the land. As a response, humans band together to form various Hunter groups, with the androgynous D amongst the most powerful Vampire Hunter class. A beautiful sword-wielding loner with undead blood in his veins, imagine Dante's gothic counterpart from a mystical world.

KAMEN RIDER

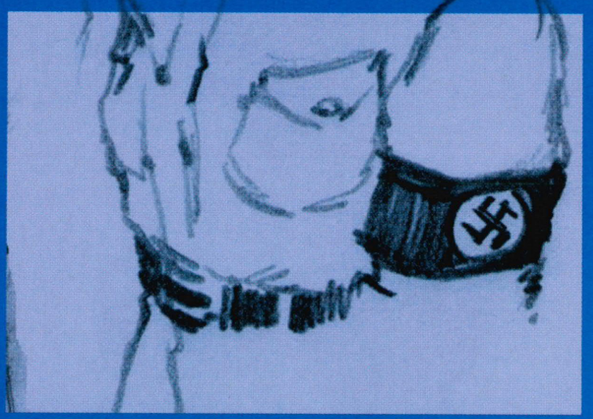
The original *Kamen Rider* series begins with terrorist organisation Shocker's bid to take over the world (as such organisations always do). Capturing human candidates to fuse with animals and robots for nefarious means, Shocker's eventual downfall comes with selecting Takeshi Hongo for the operation. Fused with a grasshopper (of all things) he manages to escape before the brainwash procedure and lives to fight against Shocker as Kamen Rider. Notable for being one of the earliest live-action TV heroes that could transform between human and cyborg forms, the original Rider still appears on commercials. Some of the franchise's latter series have been edited for current and future Western releases as *Masked Rider*.

www.uk.scee.com
"PlayStation" and "PS2" are registered trademarks of Sony Computer Entertainment Inc. Software titles mentioned are trademarked and copyright properties of their respective publishers and/or their licensors.
The official 4-player multitap for PlayStation 2. Stuff your mates.
How do you like them - Hammered? Pulverised? Humiliated? Plug a multitap into PlayStation 2 and have the wretches whatever way you want. Multiplayer titles including classics like Tekken Tag Tournament, Fifa 2001, Dead or Alive 2, Timesplitters and Track & Field. A word of warning though. Some amigos may be lost forever.
PlayStation.2





***Frontline*'s uniforms are exact copies of those used in Operation Market Garden.**



"Two or three generations are clueless about the sacrifices made during WWII. These games should help rectify that."

WORDS: STEVE MERRETT/PHOTOGRAPHY: ROB SCOTT

DYE HARD

War. It's horrible. You get shot at, poisoned with noxious gases and return home, horribly injured. Captain Dale Dye has been there and he's using his experiences to ensure Dreamworks' forthcoming *Medal Of Honor* games demonstrate exactly what combat means.

Captain Dale Dye is a man not to be messed with. Ramrod straight and with a handshake that threatens to pulp your fingers, Dale is a real-life hard-nosed, war hero. Yet, likely as he is to make you drop to the floor and give him 50, Dale is a man with a heartfelt mission.

A bona fide war hero with three Purple Hearts (awarded singly each time you get shot and survive it) he served as a foot soldier in Vietnam and had peacekeeping roles as a Captain in Beirut. As a result Dye has seen the awful reality of death and combat with his own eyes. He has since made it his job to see that the memories of soldiers, both past and present, are rightfully honoured.

In order to achieve this Dye has set up consultancy firm Warriors Inc, to advise and give his knowledge to film, and now game producers. The company has already proved invaluable to Steven Spielberg and Dreamworks, who used Warriors Inc. during the production of *Saving Private Ryan*. Now Captain Dye is working with the production company's videogames division, published by EA, to help in the development of two new WWII *Medal Of Honor* games, *Frontline* and *Fighter Command*.

"This ain't *Pac-Man*," he states emphatically yet somewhat crypto-vogueishly. "There are two or three generations that are clueless about the sacrifices made in World War II. These games should help rectify that." For all his military manner, though, there is a softer, humorous side to Dye. "When I was asked to visit the team I thought 'Great, I'm going to spend time with a bunch of pencil-neck geeks who talk in terms of pixels.'" He smiles, "I was right. They were geeks." Gulp.

After graduating as a cadet officer in 1964 you were almost immediately thrown headfirst into battle in Vietnam. Did you feel you were prepared for experience?

I don't think any human being is prepared for the realities of combat. You do the best you can to train yourself. Physically you're ready and psychologically you're ready, but emotionally you never can be. Combat is just a tough deal and it's tough on you in a lot of ways. So no, I wasn't ready for that, but I had to get ready real quick.

War films in the past have tended to glamorise combat. Did a desire to offer a more balanced view lead to the creation of Warriors Inc?

Exactly. My theory was that we were doing the world a disservice by showing this confused view of combat and, more importantly, of the people who were involved. Hollywood perceived that they couldn't tell the truth, as people wouldn't watch it. I believe absolutely the opposite. The general public are media savvy. The TV is on 14 hours a day with more information than we can absorb, so we are much more aware of everything than 20 years ago. Now the world is ready to look at the undiluted realities of war's unpleasantness. Is it violent? Is it rugged? Is it dirty? Yes, but that's combat.

Do you think that your advice helped to give a more accurate representation of war in *Saving Private Ryan*?

Yes. Through filmmakers like Spielberg we have done everything except let you experience the smell of it. We have also pushed that envelope with things like *Medal Of Honor*. We will never put you in combat, but we can get you to realise the serious nature of it. Is it glorification? No, I think it is reality.

And getting involved with the games division of Dreamworks? A personal recommendation from Spielberg?

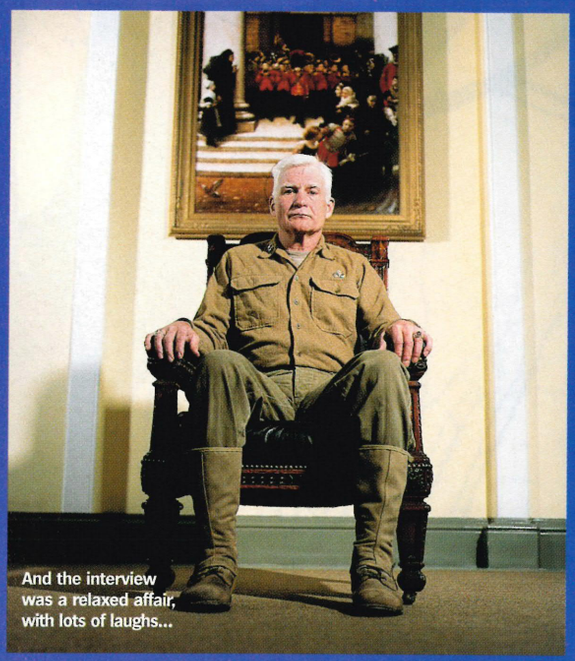
It a happened in a very strange fashion, actually. *Saving Private Ryan* was a breakthrough for war films and Steven looked at

THE LIFE, TIMES AND DECORATIONS OF A WAR HERO

How Dale Dye progressed from a lowly soldier in Vietnam to Captain in the Middle East and on to become media advisor, author and actor.

- Born October 8, 1944
- Graduated from Missouri Military Academy in January 1964.
- Served in Vietnam 1965, 67-70. Participated in 31 combat operations.
- His military decorations include the Bronze Star with 'V' for Valour, three Purple Hearts, the Meritorious Service Medal, two Navy Commendation Medals with Combat 'V' Devices, the Navy Achievement Medal with Combat 'V' Device, the Joint Service Commendation Medal, the Air Force Commendation Medal, the Combat Action Ribbon, the Vietnamese Honour Medal 1st Class and the Vietnamese Cross of Gallantry.
- Selected to attend Officer Candidate School in 1976. Is appointed as Warrant Officer.
- Assigned as Captain to Multinational Peacekeeping Force in Beirut (1982-84.)
- Retires in 1984, works for *Soldier Of Fortune* magazine training and reporting on troops in South America.
- Leaves after a year to set up Warriors Inc, a media-liaison team to promote realism in war projects. Has penned five books, including *Platoon*. Has advised in films such as *Last Of The Mohicans, Starship Troopers, Saving Private Ryan* and *Rules of Engagement*.

MEDAL OF HONOR



And the interview was a relaxed affair, with lots of laughs...

Accurate models of WWII devices will be used for *Frontline*.

//"We can get you to realise the serious nature of conflict. Is it glorification? No, it's reality"//

that film and the enormous reception it received and thought, 'Maybe there's something here we can translate into a game.' When they came up with *Medal Of Honor*, Steven spoke to the game's producer Peter Hirschmann and recommended that they spoke to me. I had no idea how my agenda would translate into gameplay, but they got me among the designers and I found out that the guys were tremendously interested in what happened during a real-life conflict. I even went to the extent of taking them out on a two day military training course to let them experience some of it first hand.

What was your vision for the games and the way they portrayed war?
Firstly the game needed to be fun, but I also wanted it to be instructive. It was important to convey how you must be a thinking human being to survive in this horrible situation.

Do you think perhaps that there is a definite line that should be drawn to stop war-based games becoming too realistic and graphic?
If a line should be drawn, I'm not sure where it is. I may find the line one of these days; so far I have not. Philosophically there is probably an imaginary boundary where all entertainment and education ends and mindless gore begins, and I want to stay on the right side of that line.

There's also a question of taste. Will the way soldiers are killed offend German WWII veterans?
The interesting thing about World War II is that it is very cut and dry. There were dark powers and light powers. To use that simile, I think it is easy to say there were clear cut villains in World War II and clear cut good guys. That is why I think you can stay away from the political machinations in this game.

Although *Medal Of Honor: Frontline* and *Fighter Command* are both set during WWII, does the basic premise of combat remain true in any historical situation?
The spirit of a warrior whether it is in 1916 or 1415 is identical. They had the same motivation, the same reactions and instincts. The archer at Agincourt was essentially the same guy as the infantryman relentlessly slogging though the sodden rice paddies in Vietnam. We need to make sure that stays in any game we produce.

***Frontline*'s hero Jimmy Patterson embarks on one man adventures. What were the elements of a solo mission you felt were key to the game's success?**
I liked the complicated business of shuffling a critical mission into a larger tactical picture. For instance, the enemy is developing a new submarine that will have a major impact on the freedom of the shipping lanes and the superiority of a particular fleet. It's a big strategic picture; but one guy can influence that. You're not just there to shoot guys, you're there to make a difference in the bigger picture.

And what's next for Captain Dale Dye?
I'm going to Chicago after this. I've just finished a pilot for US TV called *Sam's Circus*, which focuses on an American rifle squad in World War II. If that turns into a series, I'll be very busy as the co-producer on that. I have a couple of major feature films and acting jobs on my desk too. Lots to do. □

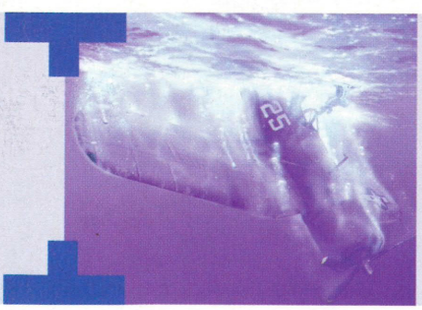
HONOURABLE INTENTIONS

***Medal Of Honor* Producer Peter Hirschmann explains some of the strategy behind its PS2 invasion.**

What are the major benefits PlayStation 2 brings to the *Medal Of Honor* franchise?
Whereas before the enemies were made up of 250-300 polygons, there are now 2500, while the number of characters we can fit on screen has risen from four to 25. The PS2 also enables us to vastly improve the gameplay. Simply by having more guys on screen, we have more options open to us. But, let's face it, if you're a lone soldier against 25 men you're not going to stand much of a chance, so we do have to be careful how we use the additional numbers. But by adding squads for the player to command, we hope to even things out a little and still show what the game and console can do.

Why the move into flight combat territory with *Fighter Command*?
Military aviation has always been one of Steven Spielberg's interests and it played a key part in the war. The hero, Jimmy, is also a pilot, so we thought it was another area in the subject matter to explore. My Grandfather also fought in the South Pacific battles, so I have always had an interest in flight combat.

How hard was Captain Dye's training regime for your 'day out'?
It was the first time many of the team had ever held a weapon. It really hits home in a very real way how dangerous a gun is and heightens the experience because it was a situation where Captain Dye was the absolute authority. It could be summed up in one sentence, "Do exactly as Captain Dye says." Someone could have got killed if we had messed about, so while the practical elements such as seeing how guns handle were useful. Overall it was the seriousness of the situation that hit hardest.



IT REALLY HAPPENED!

Get those history books out and pay attention! *Medal Of Honor* is based on events that happened in World War II. Producer Peter Hirschmann tells all.

The *Medal Of Honor* series slots neatly into key battles during World War II. "It all started with the first PSone game where you discovered a U-boat that actually disappeared during sea trials," explains Producer Peter Hirschmann. "Historically, nobody knows what happened to it, but we all know that Jimmy sabotaged it! *Fighter Command* is based in the South Pacific following the events and key battles following Pearl Harbour." For *Frontline*, however, the team is taking another tack. "*Frontline* on the other hand, tells a specific story spanning the events of a single week in history during Operation Market Garden," Peter divulges. "The exact context is what makes the game so exciting, with Jimmy exploring a variety of locations based on real areas while searching for key items within the game's 15 elaborate stages."

GOT THIS?

READ THIS!

AND GET PLAYABLE DEMOS EVERY MONTH

OFFICIAL UK PlayStation® Magazine

• ALL THE VERY LATEST PLAYSTATION NEWS, PREVIEWS AND REVIEWS • THE ONLY OFFICIAL PLAYSTATION 1 MAGAZINE WITH A PLAYABLE DEMO DISC

The *Official UK PlayStation Magazine* is the world's biggest-selling PlayStation magazine. On sale every 28 days. Got a PlayStation? Get this.

WORDS: AMOS WONG/ILLUSTRATION: LEE WOODGATE

BIG IN JAPAN

Japan loves its videogames shows so much that it hosts two of the things each year. Held at the Makuhari Messe from March 30 to April 1, this spring's Tokyo Game Show was slightly overshadowed by May's upcoming E3 trade show, meaning that many big announcements were held back for the Los Angeles event. Nevertheless, for fans of Japanese videogaming – and thus *OPS2* – there was only one place to be this spring: the Tokyo Game Show.

Twice a year, everyone who is anyone in the Japanese videogames industry gathers together for Tokyo Game Show. Two dark halls the size of aircraft hangars at the Makahari Messe exhibition centre are miraculously transformed into a carnival of costume and colour, as both industry and public alike come to worship at banks of game pods displaying the latest innovations. As the unofficial home of videogames, you expect the TGS to play host to the latest big announcements regarding the newest games. This Spring however, the atmosphere was somewhat subdued with many publishers waiting for May's E3 trade show to let their classier cats out of the bag.

Microsoft tried to use a quieter TGS to arouse interest for its long-off Xbox console. The displays of dancing girls were stunning, but Tokyo's gaming otaku seemed less than impressed with Xbox's almost complete lack of playable games. As for PS2 product, playable versions of *Final Fantasy X* and *Silent Hill 2* wowed attendees, while elsewhere, the madness of *Mosquito* and *Guitaroo Man* proved to be massive draws for a partisan home crowd.

So a quiet show but a good show – but what's it really like? Over the next four pages, *OPS2* brings you the PS2 highlights of this spring's TGS but more importantly, we've decided to show you what the whole thing actually looks like. From our extensive selection of pamphlets, photographs, scribbled-on beermats and hazy memories, we bring you men dressed as *Megaman*, saucy booth girls, giant scary robots and – of course – floating cats.

Welcome to Tokyo Game Show 2001.

(Right) Pac-Man, sumo, giant mecha and PS2 – it could only be the Tokyo Game Show.

IT'S ONLY A GAME SHOW

Those Tokyo Game Show highlights in full...

Ace Combat 4: Shattered Skies (Namco)
The centrepiece of Namco's stand, the underrated *Ace Combat* series should really come into its own on PS2. The first thing that grabs you is the realism of the clouds. Then the incredible detail on the aircraft, right down to the shadowplay across its wings as it banks and dives. Satellite photos were used in researching the terrain, and from a distance at least, it looks like the real deal. A monolithic curved wall was dedicated to demo units and display screens showcasing the series' progression and the exquisitely modelled planes kept crowds transfixed. The missile jet trails and explosions are stunning and the afterburner heat haze is mesmerising.

Mobile Suit Gundam Zeonic Front (Bandai)
No TGS is complete without giant robots of some kind. Naturally, Bandai outdid all pretenders by flanking the stand's giant video-screen with two colossal mecha models from the *Gundam* series and flogging truckloads of mecha merchandise to eager punters. The new PS2 *Gundam* game is called *Zeonic Front* – enlisted on the side of the series' antagonists, players stomp around in meticulously detailed mobile suits as a part of a platoon unit. The aim is to avoid fire from Federation defence installations and opposing mecha while following a mission course plotted through urban areas before whipping out your own bazookas (ahem) and blowing your foes to high heaven. Nothing much changes in the fearsome world of mecha, but millions of Japanese followers can't be wrong.

Shadow Hearts (Aruze)
Dwell too long around the fringes of the TGS and you're soon knee-deep in strange RPGs. *Shadow Hearts* appears more approachable then most – this otherwise typical RPG utilises a Judgement Ring battle system, which looks like an occult clock face with a spinning dial. Should players stop the dial in a designated critical hit area, the attack powers-up accordingly. Rather than summoning monsters, protagonist Urmnaf possesses a fusion ability enabling him to transform into various demonic beasts for combat purposes – but as battles become more drawn out in this form, he runs the risk of going berserk and not accepting player's commands. Magic effects and imaginative monsters are quite impressive although the game isn't in full 3D. Dominating Aruze's entire booth area, *Shadow Hearts* attracted good crowds despite stiff competition from Square's you-know-what.

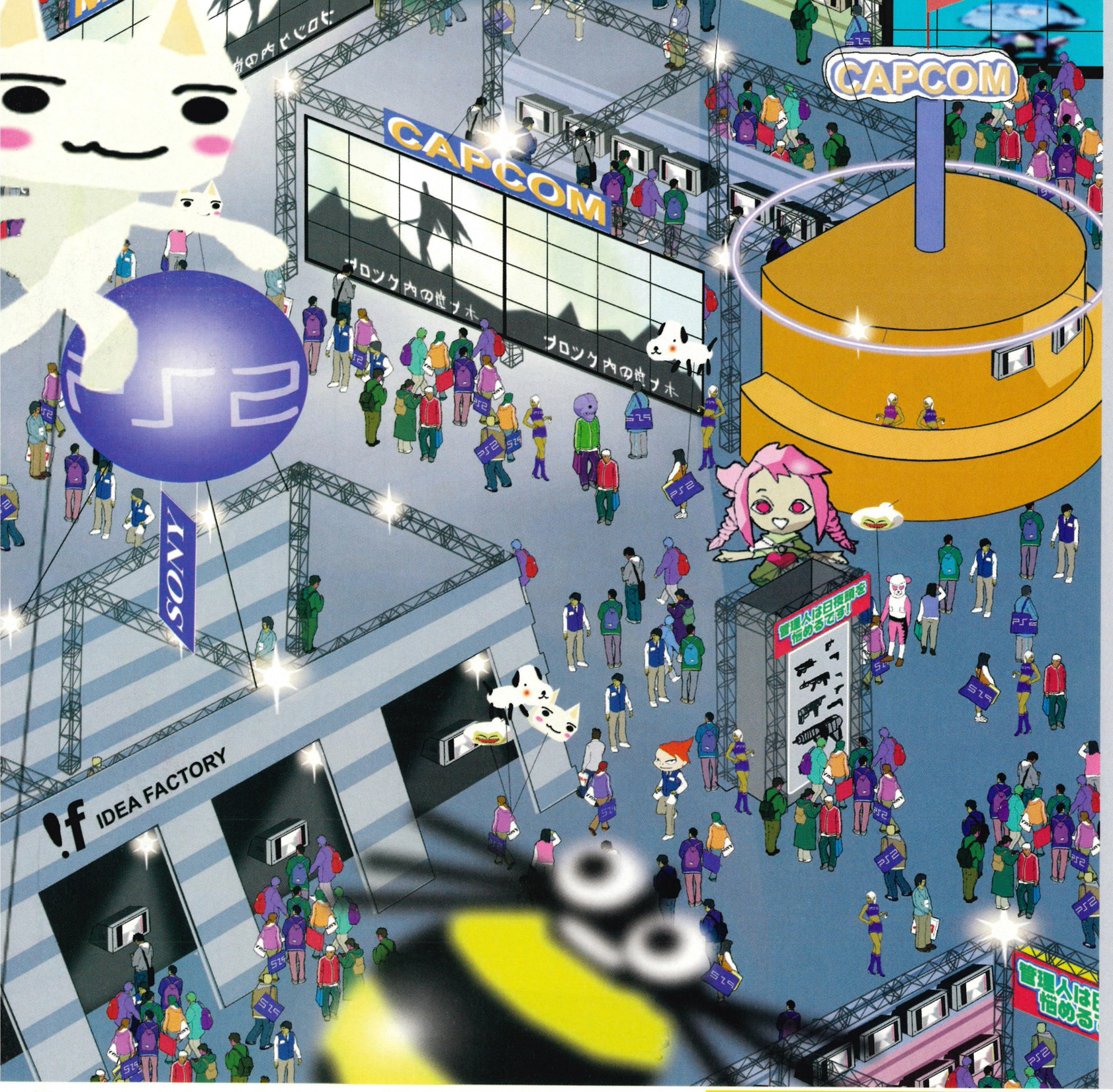
Toro To Kyujitsu [Holiday With Toro] (SCEI)
Sony's ubiquitous freakish white cat – somewhere between Pikachu and everyone's favourite expressionless squashed turd Domo-kun in the badly-drawn character stakes – was inevitably all over the TGS like a bad case of fleas. This video-only presentation showed Toro the cat convincingly composited against real-life backgrounds, *Roger Rabbit* style, at the seaside and in holiday locations. Players can manipulate Toro's movement and expressions before taking pictures of him in the manner of *Pokemon Snap*, presumably to make postcard prints using PopEgg. Exactly what other gameplay features involved

are unknown, but for Toro fans at least, it's the next best thing to going on holiday with a bald white cat. Wish you were here.

Phase Paradox (SCEI)
If the promise of 'survival' and 'horror' along with futuristic pretensions leads you to think *'Resident Evil* in space', you're in for a shock of a different kind – nothing slimy and otherworldly will be roaming *Phase Paradox*'s corridors. Three characters with intertwining storylines are selectable. Surviving the blast wave from nearby planet 220's explosion, players must search the Spaceship Gallant to uncover the truth behind the planet's history and the brutal havoc wreaked among the crew following the event. The visuals are realistic but hardly outstanding, while the atmosphere of mystery and paranoia may yet save the game.

Mosquito (SCEI)
Our absolute favourite example of PS2 insanity at the TGS had to be *Mosquito*. The concept is simple: you fly around irritating all and sundry until you spot some suitably tasty flesh – in most cases a lithe young lady stretching out on her bed. Points are scored for homing in on highlighted areas, like fingertips. It's therefore best to attack while your prey's on the phone. Post proboscis plunge, the quicker the analogue stick is rotated, the more blood is drawn. Trouble strikes when she's alerted to your presence and readies herself for battle armed with a huge swotter; a turbo dash can flick the lights off for distraction and a quick escape. Many players on Sony's stand were distracted from the game's objectives, opting to fly between the target's legs instead. Sigh.

Final Fantasy X (Square)
Elsewhere, genuine crowd awe was in evidence. Specifically, from the gaping throng shoehorned into Square's booth during their hourly *Final Fantasy X* trailer screenings. From the panoramic seaside cityscape at the start and Yuna's silhouetted dance at sunset, to the spellcasting and action sequences (which include a battalion of charging warriors riding atop the much loved Chocobos), it's a two minute slice of cinematic splendour. If the video's reception was hot, fans were exploding with anticipation for a taster of the playable game demo available. But before they could lay their mitts on a Dual Shock 2, a lengthy queue had to be endured. That *FFX* would feature impeccable graphics was expected, but it was impossible not to be gobsmacked by the sheer graphic style evident in the island and temple environs on offer. Tapping into the Emotion Engine's power, transitions from cut scenes to major battles are now almost imperceptible, save for a subtle rippling effect, and the in-game presentation is truly approaching CG movie level. Three new characters are introduced: foe-turned-friend beastman Kimari, Blitzballer Wakka and goth-styled magician Lulu (though her cute teddy-bear-like doll attack suggests she's hardly a devotee of Satan's black arts). Negotiation of the 3D stages is aided by a map which handily highlights save points and event areas; other new tweaks include directly commandable summon monsters (that now remain on battle screens) and characters switchable mid-battle. Biggest disappointment? You only had 15 minutes to marvel at it all.



IT'S ONLY A GAME SHOW

Those Tokyo Game Show highlights continued...

DNA: Dark Native Apostle
(Hudson)
Coming from the makers of the *Bomberman* series, it's no surprise that the trenchcoated hero of action adventure *DNA* drops explosives in his tracks. The gameplay involves outrunning moving electric barriers in corridors and lobbing bombs at unwitting sentinels. Chunky 3D cel-shaded characters lend the game a Frank '*Sin City*' Miller comic book feel, further aided by the use of speech balloons a la *Vagrant Story*. Hardly the best in the show, but still worthy enough.

Armoured Core: Another Age
(From Software)
It seems that mecha customisation nuts just can't get enough of *Armoured Core*. Exactly how different the extra 100 missions and parts on offer in this 'update version' are from *AC2* is up to the jury. Certainly the i-Link and single-player battles in desert areas, underground complexes and aboard aircraft carriers are all a little too familiar! Nevertheless, from a mecha design point of view *Another Age* is right up there with *Gundam* – competitor Takara's *J-Phoenix* doesn't come close. Hordes of robot fetishists were out in force at the TGS and after a quick gander at *Gundam* they were all swarming around From Software's stand in droves.

Supermic Chan: Ultra High Tension Lovely Girl!
(Jaleco)
The biggest commotion on the show floor was coming from Jaleco's stand – *Supermic Chan's* mad collection of mini games requires you to bellow into a microphone. And that's it. In one case your lung capacity dictates how furiously the character chomps her way through the earth from Japan to Europe. It's quite a test of endurance and several showgoers were seen being carried away from the stand on stretchers after unsuccessful attempts to chant their way through the globe. Love karaoke, but can't hold a tune? Then this piece of craziness is custom made for you. Despite its *Bishi Bashi*-style 2D graphics, *Supermic Chan* drew quite a colourful crowd of cheering onlookers, who, after a while couldn't resist, and eventually had a good old yell themselves.

//Jaleco's *Supermic Chan* mad mini games required you to bellow into a microphone//

Silent Hill 2 (Konami KCET)
Decrepit stonework and grimy walls. No electricity. Slimy, skinless abominations roam the corridors. No, this isn't the backstage changing area at the TGS, but the very first playable demo of *Silent Hill 2* on show at the Konami stand. As with the original, the game is set to be a claustrophobic, disorientating and nerve-shredding experience as players guide James Sanderland through hell on earth, with nary a naked to light his way. Yes, the gameplay appears to be almost identical to the PSone original, but the next-gen visuals are imbued with gritty cinematics (think David Fincher's *Se7en*) and are far more disturbing than before. Shoot down creatures, and they writhe around in a death frenzy; teeth are set on edge as an ominous hooded shape drags a massive, screeching blade across the floor. *Silent Hill 2* was a big crowd-puller, but you've got to be slightly worried for the sanity of the punters who kept coming back for ever more of it.

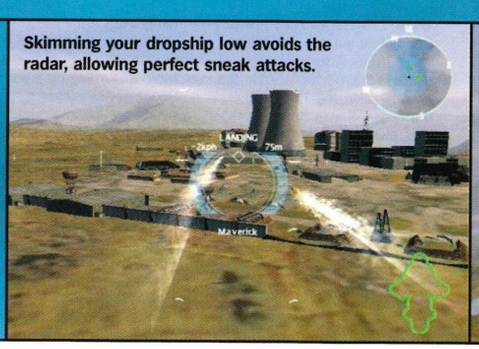
Kessen II (Koei)
Despite being the star of Koei's booth (alongside *Guitaroo Man* of course) trying to make any sense of a hardcore strategy game like this in Japanese is like trying to decipher the Rosetta Stone. It shares the same fantastical take on ancient oriental legend as *Onimusha*, albeit in a Chinese setting. Despite the promise of eye-popping battles utilising devastating elemental attacks and weaponry bordering on sci-fi, the language barrier only allowed us to access screens containing lots of horses running around. Nevertheless, terrain now includes fortified towers that shoot flames, and battles that aren't limited to the daytime. With loads more troops displayable on screen, players can enjoy their own epic battles on the scale of *Braveheart* or *Gladiator*. Yes, there was a man dressed in ridiculously ostentatious warrior garb prowling the Koei stand. And no, he wasn't riding a pantomime horse.

Guitaroo Man (Koei)
A wickedly funny rhythm game, where a crazily-suited hero and his snarling mutt sidekick battle even more outrageous robotic invaders – using nothing but the power of riff. Not only do you have to press the appropriate buttons on cue, *PaRappa* stylee, you also have to simultaneously swivel the left analogue stick in the direction indicated – it sometimes feels as difficult to co-ordinate as Satriani's 'finest' finger-tapping solo. Best bit? When the hero's dog bites a UFO robot (complete with cool spinning keyboard ring) and is whisked away into space. Without breaking a sweat, *Guitaroo Man* hijacks the nearest saucer and pursues. Thought *Space Channel 5* was trippy? Wait till you see this.

Yanya Kabajista Featuring Gawoo (Koei)
A surprise hit at the show, this game turned out to be a lot more fun to play than to pronounce and popped up at Sony's stand. The impressive cel-shaded cartoon skateboarding game needs you to attach a mini board atop the analogue sticks for control like in *Surfroid*. Then it's time to collect coins scattered across the areas by performing fancy tricks. You also have to rid the level of plenty ghost-like creatures (Gawoo means scary) by executing clever manoeuvres in their vicinity. □

DROPSHIP

Incoming! Expect to see dropships plummeting into PS2 view this winter courtesy of Studio Camden.



Skimming your dropship low avoids the radar, allowing perfect sneak attacks.

WORDS: JAMIE SEFTON/PHOTOGRAPHY: MARTIN BURTON

OUT OF THE BLUE

Studio Camden has spent the last two years secretly crafting *Dropship*, a mysterious action game which has only surfaced in a few newsgroup rumours and misleading screenshots. That is, until now. *OPS2* straps itself in for a chat with the team behind one of 2001's latest and potentially greatest games for PlayStation 2.

Tucked away in a secluded area of London's infamous Camden Town, far from the celebrity tattooists and markets overflowing with combat jeans and platform shoes, is the high-tech workplace of some of the UK's brightest games producers. Studio Camden (formerly a Psygnosis outfit) has been quietly turning out hits for PSone since relocating in 1996, including the thoroughly playable 3D shooter *Blast Radius* and the cute, foul-mouthed puzzle madness of *Team Buddies*. The studio has now moved permanently into making innovative games for PlayStation 2 and gave *OPS2* the unique opportunity to play their latest masterwork – the futuristic flying, driving and blasting wargame, *Dropship*.

"I think certain PS2 games have gone down the route of still having four cars on the road, but with 40,000 polygons," says Producer Pete Edward. "We're going to have as much going on as we can, trying to deliver a more immersing experience, making it busier, more alive. Rather than you versus enemies, it's you and your squadron versus enemies. We definitely couldn't have made *Dropship* on PSone – it's very PS2 specific and a great showcase for the technology." The company is obviously keen to fully exploit every square inch of Sony's new console and Pete is wholeheartedly convinced that *Dropship*'s next-generation tailoring will impress gamers who've been underwhelmed by previous threadbare PlayStation 2 titles.

//Gleaming craft hurtle around photo-realistic landscape stretching far into the distance//

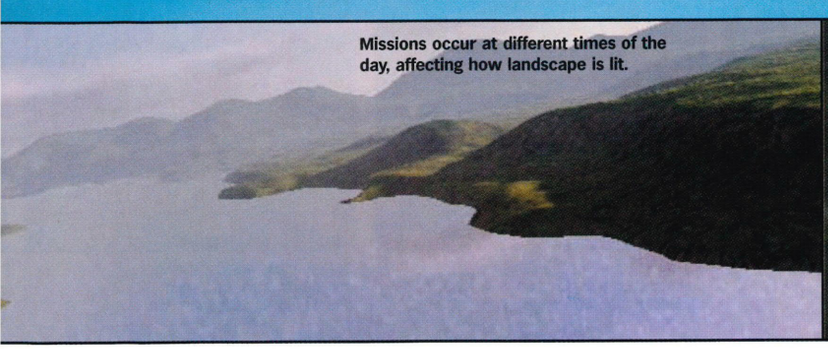
"The Camden offices house 46 staff, split into three groups," explains Studio Manager Rob Parkin – the largest are devoted to *Dropship*, while another research group beavers away on a top secret future title. A third team is busy developing specific PS2 technology for use in voice recognition peripherals, digital cameras and the PS2's new Hard Disk Drive unit.

Right, let's make one thing clear, *Dropship* is *not* a real-time strategy game. Early publicity, that the team readily admits gave the wrong impression, suggested a *Command & Conquer*-style title with a smattering of 3D sequences for good measure. "We don't want it to be known as an RTS," continues Edward. "We put the player in the cockpit of a very futuristic vehicle where you deploy and blast stuff in a realistic combat situation."

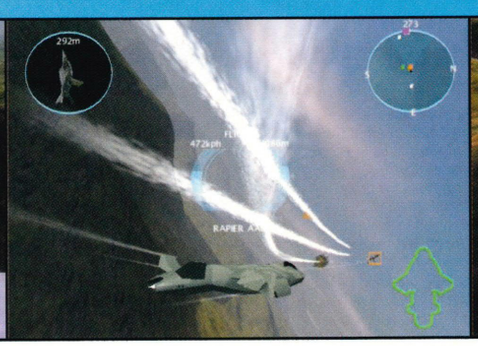
Dropship is set on Earth in 2050 and features the United Peace Force (UPF), a bastardised UN/NATO hybrid that upholds international law with "justifiable force" – an irony that isn't lost on Studio Camden. The game starts with your character joining co-ordinated raids on suspected Colombian cocaine barons and other warmongering foes in Kazakhstan and the Sahara Desert using both air and land-based assault vehicles. However the UPF soon learns that the new power which has come to force in China is developing super-technology that could threaten the stability of the whole world. FMV cut-scenes from a first-person perspective will draw the player into the realistic storyline and flesh out other characters, including numerous wingmen and the AI-controlled female co-pilot. "We didn't want the player to be the general, we want them to be one person involved in the action," says the game's Lead Designer, Dino Emmanuel. "We want it to play as exciting and involving as an RTS, but would like the game to flow more. There's strategy in that you have a choice of different landing zones and combat decisions during the missions that can affect the efficiency of your attacks."

DROP DEAD GORGEOUS

The first thing that strikes you when you see *Dropship* up-and-running is how amazing it looks. Gleaming, fully-animated craft hurtle around photo-realistic landscape stretching out far into the distance, all delivered to the screen at a super-smooth frame rate with absolutely no slowdown whatsoever – even at such an early stage of development. Studio Camden is aware of how even one frame dropped can pull the gamer out of the total experience and is determined to deliver a constant 60fps, with an option to play the game at 60Hz for extra speed. Then there are the eye-catching missiles, leaving a trail of smoke as they effortlessly home in on their targets, causing spectacular fiery explosions and erupting haemorrhaging debris from destroyed enemy aircraft, vehicles and buildings. Players can choose from a selection of first-person as well as two types of third-person views with other camera trickery used to enhance the dynamic real-time war feel, including the zoom-cannon (much like the one ingeniously employed in *Star Wars: Starfighter*) and a Gulf War-inspired missile-cam for that full-on *Dr Strangelove* perspective.

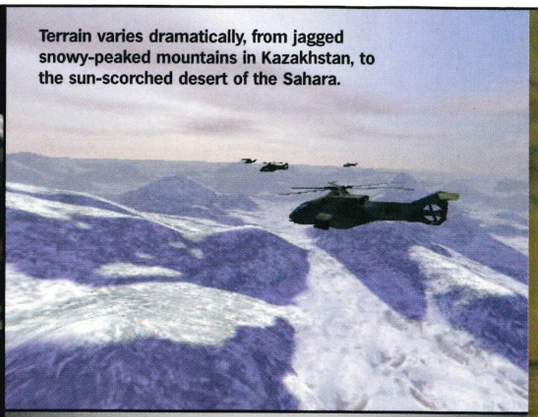


Missions occur at different times of the day, affecting how landscape is lit.

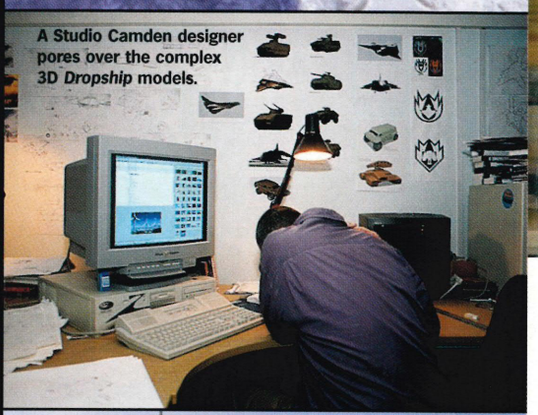


The green symbol in the corner is your ship's health. If it's red, grab a parachute.

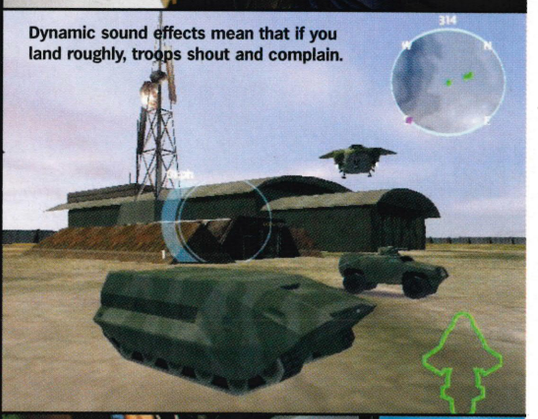
Pictured from left: Joe Money (Lead Artist); Pete Edward (Producer); Jason Fitzgerald (Studio Communications Manager; Dino Emmanuel (Game Designer); Ana-Louise Marsh (Game Designer) and Rob Parkin (Studio Manager).



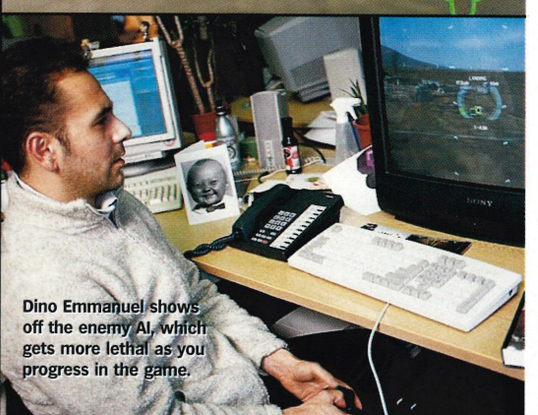
Terrain varies dramatically, from jagged snowy-peaked mountains in Kazakhstan, to the sun-scorched desert of the Sahara.



A Studio Camden designer pores over the complex 3D *Dropship* models.



Dynamic sound effects mean that if you land roughly, troops shout and complain.

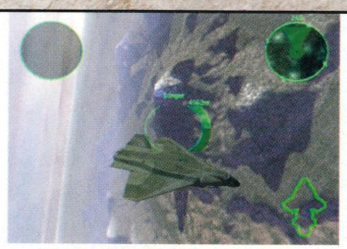


Dino Emmanuel shows off the enemy AI, which gets more lethal as you progress in the game.

AS FAR AS THE EYE CAN SEE

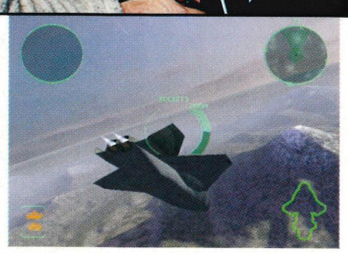
Like your worlds big? Wait until you see *Dropship*...

What is most apparent when you start to play is the sheer scale of the massive virtual world that Studio Camden has created. The various types of terrain stretch out hundreds of kilometres in all directions with no pop-up or frame rate problems. Studio Communications Manager, Jason Fitzgerald is particularly proud of the level of detail displayed by the PS2, which remains constant from 8km while flying in the air right down to ground level. "The playable area is actually 40km by 40km, but because we're rendering 200km outside that, there's no hard edge to the world. It's also cool when you fly your ship up high, because you can actually see the curvature of the Earth beneath."

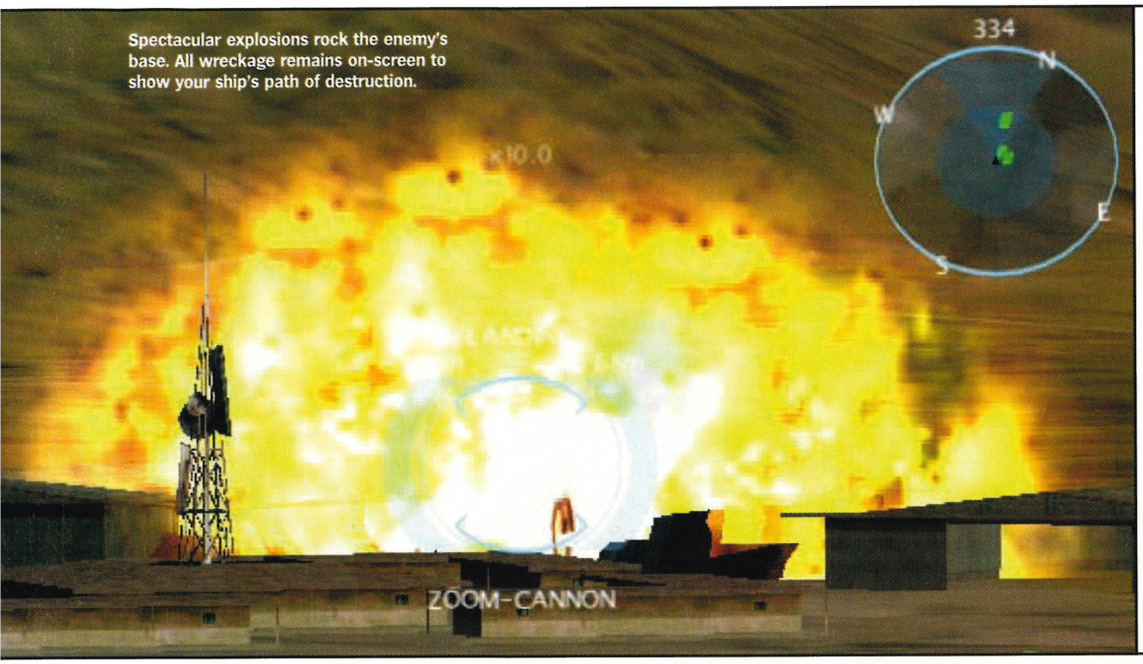


1. Flying 4562 metres above the mountainous relief with artificial fog on the horizon.

2. As a sharp descent begins, condensation trails form on the end of the ship's wings.



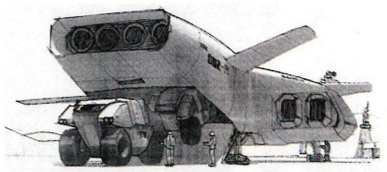
3. Note the gorgeous lighting and shadows on the terrain and the body of the ship itself.



Spectacular explosions rock the enemy's base. All wreckage remains on-screen to show your ship's path of destruction.

DESIGNING THE FUTURE

So what will war technology be like in 2050?



Studio Camden's artists and designers had a tricky task in bringing *Dropship*'s futuristic vehicles to life. Lead Artist, Joe Money has taken into account the 'modular' aspect of the technology, creating units at a set of standard sizes so they can easily be transported to the combat zone. Each vehicle also has a set of weapons, such as air-to-ground missiles and machine guns, that will fit together to create new weapons.

"I looked at all the stuff that's in a prototype stage now and whatever info we could get from NASA," reveals Money. "Taking that as a starting point, we used those ideas as if they were rather run-of-the-mill, so technologies that are cutting edge today, in 50 years time will be available to every Tom, Dick and Harry. We wanted to make it look like there'd been continuity, not with some massive shift of people living on the moon and having silver jet suits."

Dropship's structure consists of four distinctive campaigns divided into training missions, Black Ops (bonus) missions and the main story missions, that send players on dangerous reconnaissance exercises, daring rescues and attacks that require the total annihilation of enemy forces. Studio Camden refer to the destroy and deploy action in the game as a "Russian Doll" arrangement, in that you begin flying a dropship to a specified landing point, which then dispenses armoured vehicles that you drive to a location and finally drop off ground troops. "Basically, missions have a dropship stage followed by a jeep stage," continues Emmanuel. "You can literally land anywhere in the game, but if you don't land in a zone signified by the four blue markers, certain events in the missions won't be triggered. But the freedom is there to just play around, so if you have a vehicle in the back of your dropship, you can land, the door will open and you can drive the jeep about." Co-ordinating your squadron's attacks is essential for successful missions and where the strategy comes in – drop your troops at a landing point too near an enemy base before air back-up has time to arrive, and it leaves them exposed to a heavy duty barrage of decidedly "unfriendly" fire.

WINGS OF DESIRE

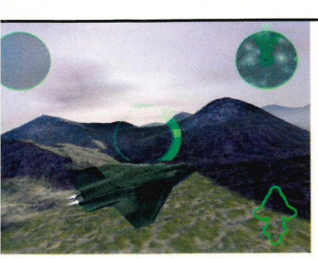
There are four different player aircraft to choose from, including the nimble Assault-class, ideal for dogfighting and the larger Lifter-class, cumbersome with tricky handling, but useful for carrying equipment and soldiers. Each craft is a clever combination of jet fighter and helicopter, with a hair-raising Thrust mode for high-speed strafing runs and a Hover mode for hanging in the air to allow precision shooting and more delicate manoeuvres. Also packed into the game are ten ground vehicles with realistic physics and a tasty armoury of primary and secondary weapons which can be linked to create even more devastating firepower (See Designing the Future).

Having wrestled the Dual Shock 2 out of the team's grasp, we set about playing a later mission, in which UPF hostages are being held captive by a Colombian drugs cartel. We're soon spiralling through the air, climbing high above the rocky South American terrain, before plummeting low to the ground, skimming across treetops at breathtaking speed. Aerial battles are an exhilarating experience, with enemy craft reacting to your missile lock-ons with clever AI evasive manoeuvres based on actual military data. Additional wingmen support your attacks and bombing runs, operating independently, guided by your computer-controlled co-pilot who will radio for assistance if you're in trouble or advise you of which UPF units require back-up. Studio Camden reckon that certain conflicts in the game will have over 50 separate dropships, armoured vehicles and soldiers taking part, creating an inescapable feeling of being in the midst of a full-scale war.

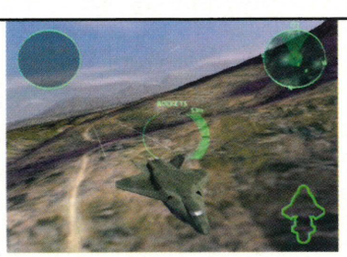
After a series of electrifying mid-air blasting, we carefully brought down the Defender-class dropship on a landing site and, hey presto, the bay doors opened and an armoured personnel carrier with a very handy gun turret rolled out, ready to storm the enemy stronghold. As you start to drive towards the base, your squadron's dropships pulling boom 'n' zoom runs above you in sustained support from the air, a blood-curdling war hollar might not be totally inappropriate. The audio effects are terrific, creating a collage of engine sounds, missiles, machine-gun fire, ear-splitting explosions and the hectic number of shouts over the radio screaming for assistance or advising you of incoming enemies. Once inside the base, run over or shoot enemy guards, hit the ramps for spectacular leaps over path blocking debris and finally head towards the building holding your UPF operatives.

//When we gave out the first brief, our artists and coders nearly keeled over!" Designer, Dino Emmanuel//

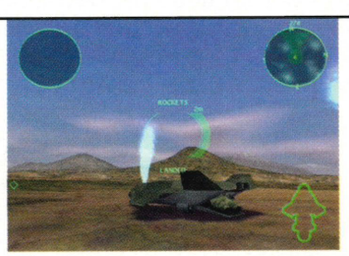
Dropship is one ambitious title. Game Designer Dino Emmanuel lets slip that some of their original ideas, such as atmospheric drops have had to be, well, dropped because the game had to be in the shops by November. He fondly reminisces. "We had pencilled in that you started something like 200km in the air, which has now being reduced to a still impressive 8km, with the reason simply being time. We gave out the first draft of the design document and the artists and coders nearly keeled over!" Studio Camden has a catalogue of ideas that will be kept in storage for the sequel, including multiplayer modes where PS2 owners can actually link-up over their broadband connections to join in co-ordinated assaults. "I just love being able to blow every single thing in the enemy base up and just stand there watching it all smoke," adds Pete Edward. "Mass destruction is great fun." □



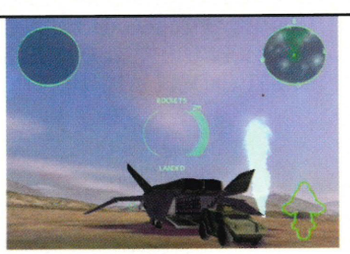
4. The photo-realistic scenery remains consistent, with no break between altitudes.



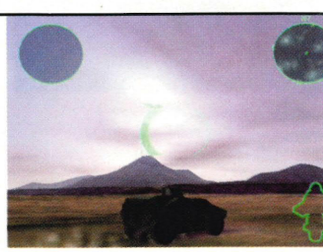
5. Skimming just 53 metres above the ground, we scout for a suitable landing spot.



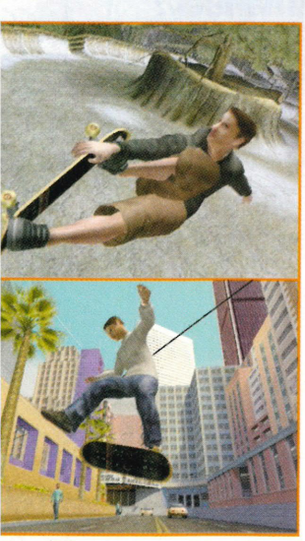
6. Switching into Hover mode, the ship touches down and the cargo bay doors open.



7. An armoured jeep, complete with deadly gun turret takes over the action.



8. Now drive about the place, looking for enemy soldiers to shoot or run over. Sweet.



WORDS: MIKE GOLDSMITH

COOL AS TRUCK

One of the most playable games ever released, *Tony Hawk's Pro Skater* has enthralled gamers with two PSone titles that had all and sundry pulling 900 degree airs like the Birdman himself. When *OPS2* visited Activision's US offices to see how the game was shaping up for PS2, we expected greatness. What we didn't expect was up and running online network play...

"You guys can't take any pictures or videos of this..." Activision's US PR Manager scans the room with a beady eye. Notebooks? Fine. Dictaphones? Allowed. Video cameras? No way, Jose (or Sven in this case, Europe's PS2 press contingent being today's audience). The reason behind said paranoia can be summed up in five words. "Hi, guys. This is *Tony*..."

If you had a PSone, it's more than likely you had a copy of *Tony Hawk's Pro Skater*. From the dark horse success of the original game back in 1999 to last year's more polished sequel, Neversoft's ace skater came out of left field exuding raw playability and an engine that, while rough around the edges graphics-wise, grabbed gamers by the nether regions with its sheer accessibility. Like a through ball in *ISS* or a rocket jump in *Quake III*, *Tony Hawk's Pro Skater* just felt *right* and while sequels are very much a bone of contention for PlayStation 2, the appearance of such a blissfully playable game on PS2 was one of *OPS2*'s most eagerly-awaited events of the gaming calendar.

And now it's here. Announced before May's E3 gaming trade show as part of Activision's new O2 extreme sports brand (see Big Air), the game is looking and playing the business. *OPS2* is shown just two levels – a snow-capped skate park in Canada and downtown Los Angeles – but the improvements are already piling up. Tony himself is sublimely animated: skater models now feature 3000+ polygons compared to 400 on PSone which has allowed smooth looks and a high standard of realism. More of this later.

Elsewhere, Neversoft have worked the environments to the nth degree. The Los Angeles arena now features far more traffic, obstacles and sheer interactivity that the comparatively sparse levels of old. Example? Grind enough rails in LA and you'll cause an earthquake that not only looks cool, but significantly alters all the skater's lines – after the tremor subsides, you'll be able to kickflip along telephone wires onto the now ruined freeway, skate up to a Cadillac trapped in a crevice, grind the roof of a stricken auto and send it crashing to the ground below. Similarly, tasks for the Canadian skatepark include pulling big enough airs to be photographed by onlookers or just flying through trees, dumping snow onto innocent snowballers below. It lends an almost narrative air to the game, with the hidden tapes and S-K-A-T-E tasks of old now bolstered by more interactive challenges and rewards.

A BREATH OF FRESH AIR

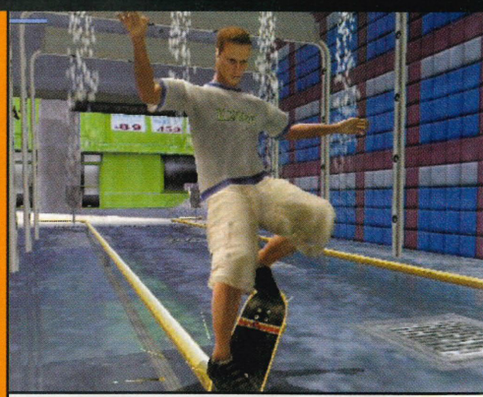
So it looks great - but then it damn well should do on PlayStation 2. The original games had sublime gameplay and a control system to die for, both of which required absolutely zero tinkering for a next-gen update. So all Neversoft had to do was make it look pretty, right? Right – but if that's all the Californian developer had done, we wouldn't be frothing so much and at such an early stage. See, while we've been looking to first-person shooters and real-time strategies to introduce network play to the PS2 masses, it's taken a skateboarding game – *a skateboarding game!* – to bring it to life.

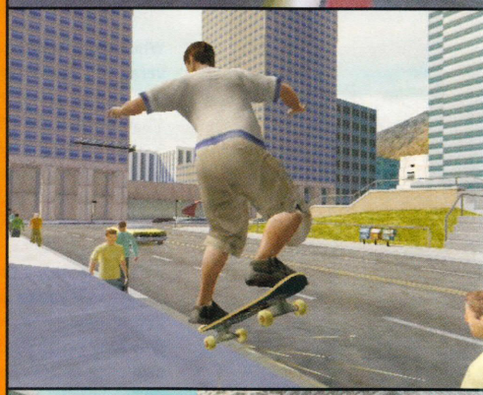
As *OPS2* gets to grips with a tweaked control mechanism that now includes balance meters for grinds and manuals (see Q&A) to an old skool soundtrack of the Beasties' *No Sleep 'Til Brooklyn*, Activision's Producer gives Neversoft's offices a call some twenty miles across town. An Ethernet lead dangles from our PS2 Test Unit's USB port and the legend 'Player Bobcat is joining the game' soon appears on screen. Yes, rather than waiting for Sony's Hard Disk Drive/Broadband add-on, *Tony Hawk's Pro Skater 3* already has full network play up and running. Playing with a mix of Create-A-Skater models and pro skaters, the Neversoft team join us for an online game, pulling off tricks, aiming boards at our heads and sending out on-screen taunts ('No F-ckin' Way!' – thanks, guys) to us via the joypad. We know it's them as, by toggling on-screen names that appear above player's heads, we're now trying to beat up 'JT' (Associate Producer Jamie Thomas) and 'Crazy Larry' (Neversoft's Kevin, playing as a mohawk-sporting punk skater). Now imagine all this with a timed Trick Attack or Graffiti game and you'll see that *Tony Hawk's Pro Skater 3* is no mere sequel – it's a downright world's first.

//An Ethernet lead dangles from our PS2 Test Unit's USB port..//

Enough of 'what' – it's time to find out 'why'. After spending the afternoon hammering both *Tony Hawk's 3* and it's close cousin *Shaun Palmer's Pro Snowboarder* (see Big Air), *OPS2* got the chance to put some questions to the team behind the game. Over on page 92 you'll find the lowdown courtesy of Neversoft's Producer for *Tony Hawk's 3*, Scott Pease, but behind all the details lies one simple fact – Neversoft has once again got it *right*. Rather than just pumping out a buffed-up sequel, *Tony Hawk's Pro Skater 3* is not only taking its established gameplay to a new level but has become a title that truly shows off what the PlayStation 2 is capable of.

In a sentence? It plays better than it looks. A claim most PSone games could make but after a brief look at these beautiful screenshots, you'll understand that's a claim not many games this good-looking should make. If things keep on track over the next few months, this winter will see *THPS3* delivering on that promise and so much more.





☐ ***Tony Hawk's Pro Skater 2*** **added manuals to the trick list. These were simple up/down or down/up ground moves that allowed street tricks to be linked for 1,000,000+ point combos. Neversoft have reacted to the popularity of manuals by adding 'reverts' – the equivalent of manuals, but ones used in vert sessions. Hit ⊡ as you land and you'll slide into a linking move that will now keep your combo going. Now link off into a manual into a kickflip and then into a grind before heading off for more air. The result? Well, Activision expect 5,000,000+ point combos. The gauntlet is thrown down.**

☐ **3000+ polygons in skater models makes for far more realistic animation. Now when Tony grinds a rail, you'll see his back bending backward and forwards before inevitably pitching into a gruesomely-detailed bail animation. Ta for that, Neversoft fellas.**

☐ **Another new feature are the 'natural combos.' Rather than simple kickflips, button-bashers will be able to pull off double and triple kickflips from the street. You'll have to hit ←, ⊡, ⊡, ⊡ at lightning speed but it's so worth it.**

☐ **This time out, the Create-A-Skater has been adapted to include female characters (see Q&A). Neversoft also promise that your creations will now be proportionally correct with real height and weight differences. Create an avatar of yourself, fire up that network link and now it really will be you playing your mates.**

☐ **While visiting Activision's offices in Santa Monica, *OPS2* got to try out the Canada and LA levels. No other destinations have been officially revealed as yet, but unconfirmed online reports suggest we'll also be grinding rails in Rhode Island, Rio, Tokyo, Paris and Skater's Island in Middleton. And if you don't like those? Well, it's looking like *THPS2's* Park Editor will also be making a more than welcome return.**

The Canadian skate park is the ideal arena to try out *THPS3*'s new revert moves. Hit ⓡ2 as you land...

SCOTT PEASE

Neversoft's Producer for *Tony Hawk's Pro Skater 3* talks earthquakes and lady skaters...

When did you first start working on the PS2 version of *Tony Hawk's?*
We had PS2 dev kits in early 2000, and had a small advance team starting to tinker with them as soon as they arrived. Production really didn't start until we finished *Spider-Man* and *Tony Hawk's Pro Skater 2* for the PSone last October, and then we threw all 30 people into the *THPS3* mosh pit.

We've just played the Canada and LA levels. It seems as if you're simplifying the tasks for the Career Mode – more collecting tapes like the first *Tony Hawk's* rather than the cash-collecting of the second game. Is this the case?
That's definitely not the case! If anything, the Career Mode is going to feel deeper and more dynamic because we're bringing more challenging, multi-part goals to the game and cooler scripted events. This will also change for different characters, so it'll be a lot more replayable. Stat and trick customisation will be in there as well. To be honest, the cash system had some advantages, but it also made the Career Mode much more linear than we would have liked.

You've now added 'reverts' – an equivalent of *THPS2's* manuals but for use in vert skating. Can we expect outrageous combos and 5,000,000+ point scores?
The reverts are in their initial stages, and they'll be 'balanced' for the final game. But, they will definitely open up the opportunity for new combos and new lines in all of the levels – hopefully, the same way that manuals did in *THPS2*.

//"Now our character artists can work with the level of detail they've always wanted to. It's awesome..."//

There are also new 'natural combos' in there, triple kickflips and the like.
It's just an effort to have more tricks available to the player. Why waste a double heelflip as a special move when we can add it as a more difficult combo version of the normal heelflip? The end result is that players will have a lot more moves to choose from, and a lot more fun trying to dig out all of the hidden combos in the game, beyond the special tricks.

***THPS3* also adds a new balance meter for grinds, manuals and railslides.**
Now every grind or slide has a balancing animation, to make the game look and feel more realistic. However, when you're first starting out, it takes a while to get used to the system and the meter helps you find the way. We fully expect people to turn the meter off once they get used to it, and play the 'pure' way – and it'll probably be a server option in online battles, to choose whether or not to play with the meter.

The environments are now huge and far more interactive. What are you happiest with?
The feeling with *THPS1* and *2* was always that while the levels were awesome, they were also empty. Before, we couldn't populate them because of the limitations of the PSone. This is really the best new thing about *THPS3* – the levels are starting to feel alive. We've got cars that stop for traffic lights, pedestrians that jump out of your way, give you props, or scream bloody murder at you depending on their mood. It just makes the whole experience richer and more exciting.

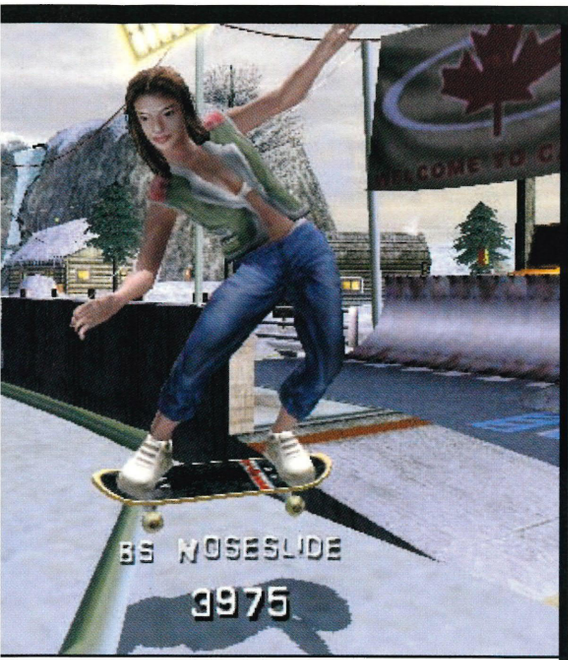
The Create-A-Skater mode includes women. It's a good move and crucial for online play.
Obviously, this is something we wanted to add to *THPS2*, but had to cut because of time. Since we had the opportunity to rewrite the Create-A-Skater from scratch, we went in planning to have female characters. This is important for online play because we expect a lot of people to play online, and we don't want two skaters to look alike. We also know there are a lot of female *Hawk* fans out there, and probably equal number of sick male fans all begging for this feature...

So whose idea was putting an earthquake in the LA level?
That's all Chad Findley, our Lead Designer. Expect to see events just as cool in all of the levels. We've really focused on getting an incredibly flexible set of tools here at Neversoft, so that all of the creative people here will be even less limited in what they can do. Puzzles, cinematic sequences, large scale events, explosions, fights, crowds... If you can think of it we can probably get it into a level.

Characters are incredibly detailed – 3000+ polygons rather than 400 in the PSone games.
It's a lot of work for our character artists – Noel Hines, Nolan Nelson, and Peter Day – but they're used to working at a higher resolution. On the PSone our guys would work with beautiful, highly-detailed textures, and then have to shrink them down into tiny bitmaps to fit. So really, it's awesome because now the guys can work with the level of detail they've always wanted to.

The sounds are now really crisp – the ollies and skater groans all sound excellent.
Most of what you're hearing now are actually sounds from *Tony Hawk's Pro Skater 2*, albeit at a higher sample rate. That's what makes the biggest difference. Again, on the PSone we went out and recorded live skating sound effects at CD quality, then had to shrink them down to eight or 11KHz just for them to fit into the PSone's sound RAM – that process effectively destroyed all of the subtlety of the originally recorded sounds.

We won't have to compromise like that on the PS2. We also have several new special effects in the game, like realtime Doppler shift, and it's all working in full 3D surround sound.



As Scott promises, lady skaters are now in the game. Who needs chatrooms when you've got Skate 'n' Date?

The biggest news, of course, is the online network play. What are gamers going to need to get this up and running?
Well, we know online plans for the next-gen consoles are up in the air, so we've just forged ahead on our own, using what off the shelf hardware is available to us. The beauty is that once your game is communicating in a network situation, it's easily adaptable to whatever peripherals (USB modems, USB Ethernet adaptors, Sony's Broadband Adaptor) or services become available to PS2 owners in the next few months. We'll support whatever we can get our hands on before we release the game.

At the moment, network play supports four players in the same 'world' – is this a minimum or are you planning on more?
That's a minimum. We would like to have eight, but it's hard to tell at this point. Modem players may be more limited in their choices than their broadband player equivalents.

You can also taunt your 'friends' in network play – how many friendships have been lost at Neversoft? Does the taunt of 'No F-ckin' Way' means *THPS3* will feature swearing?
There won't be any swearing or nasty language in the final game, but trash talking at Neversoft is a way of life – it's no different on or offline. We're going to make the taunt string configurable, so that players are able to 'say' whatever they want.

Have you been surprised at the success of *Tony Hawk's* – and indeed, the number of clones it has produced?
We continue to be amazed and appreciative of the success of the *THPS* games. Now we've got a huge fan base, the pressure is on us not to disappoint them. We don't waste any time thinking about clones – we just try to push our new game further than the last one. □

BIG AIR

Activision are set to expand on the huge success of *Tony Hawk's Pro Skater* with their O2 brand of extreme sports games. Here's exactly what we've got to look forward to in the near future...

As exclusively revealed last issue, Activision are set to capitalise on the success of the *Tony Hawk's* games with the launch of O2. *Mat Hoffman's Pro BMX* has already appeared on PSone and looks set to repeat its big brother's success, but it's on PS2 that we can expect to see O2's big push. According to William Kassoy, Activision's Director of Global Brand Management, O2 will be more than just a extreme sports sub-brand.

"We're doing games that have a huge lifestyle component to them and that's what has contributed to our success," says Kassoy. "It's all about a lifestyle, an attitude, fashion, a type of music you listen to. All these sports are about getting big air, big tricks and that's what O2 is going to be all about. We want to take an alternative approach to sports. *Tony Hawk's* has been a tremendous success and we want to extend that success into other action/extreme sports. Fun gameplay is of paramount importance but we need a balanced game – it has to be fun, innovative, cutting edge and true to both the sport and the lifestyle. That's the real trick."

With big name developers, big teams and a big push, Activision are determined to make O2 work, but beyond all the marketing speak, what are we going to get from all this? Alongside *Tony Hawk's Pro Skater 3*, sports such as snowboarding, BMX and surfing will be adapted for PS2 (see below) while Activision have just announced that wakeboarding is next in up with a *Shaun Murray's Pro Wakeboarding* title. More after E3.

KELLY SLATER'S PRO SURFER

As you can see from the lack of screenshots, *Kelly Slater's Pro Surfer* is further down the line than the other three O2 games despite being due this Christmas. Expect the same gameplay and control system as *Tony Hawk's* but, on water rather than in a hanger in Mullet Falls. *OPS2* hopes the title uses water physics à la Infogrames' forthcoming *Splashdown* (see Spy page 45) rather than Take 2's Japanese import, *H3O Surfing*. O2's William Kassoy agrees. "Honestly, it's probably the most challenging next gen title in development now," claims Kassoy. "No-one's done real water physics or built a wave that reacts based on the physics of the underwater surfaces. I think the challenge is to communicate the rush of dropping into a fifty foot wave, making it sound like there's tons of water crashing over you while making the environments diverse enough so you're doing different tricks, avoiding obstacles and so on. You'll also be able to get a little more air than you usually would expect when surfing."

Nope, not the first space surfer but a digitized Kelly Slater.

SHAUN PALMER'S PRO SNOWBOARDER

Playable at the *Tony Hawk's 3* event was the first O2 game to follow Neversoft's skateboarding classic, *Shaun Palmer's Pro Snowboarder*. Gamers will be able to play as Palmer or one of nine other pros, testing their skills on ten of the world's top snowboarding locales. Despite the game not being developed by Neversoft, we can expect the same control system as *Tony Hawk's* and a similar reliance on getting huge air. Activision want to make the game more realistic than EA Sports' *SSX* but not as sim-based as Konami's *ESPN Winter X-Games Snowboarding* – that means a Palmer Cross Mode for head down racing, plenty of two-player Trick Mode play for pulling outrageous combos and the traditional slew of secret tracks, boards and movies as rewards.

The game is being developed in conjunction with UEP Systems, the Japanese developer responsible for the early *Cool Boarders* games on PSone and the recently released *Cool Boarders: Code Alien* for PS2. UEP have given their engine a complete makeover with new physics models, new rendering, a lot of optimising plus a few handy tips from Neversoft who have consulted with Activision on the game. But can it hope to beat the mighty *SSX*? Over to Producer Michael Fletcher. "We're definitely departing from *SSX*, although we do have a race mode in the game," he explains. "We don't want to go on the snowboard simulation end and we don't want to go on the arcade end like *SSX* either – we want to combine the race and the tricks.

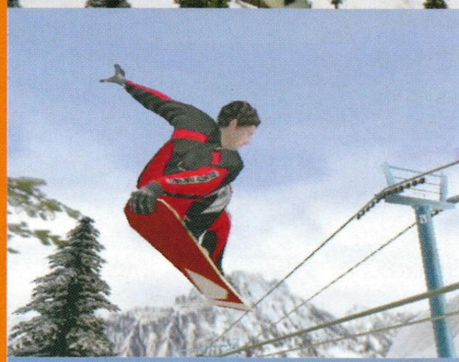
"UEP pioneered *Cool Boarders* originally and they've had a long history of snowboarding. We've paired up our creative directorship with their technical expertise in snowboarding and I think we'll pull off a good representation of the sport."

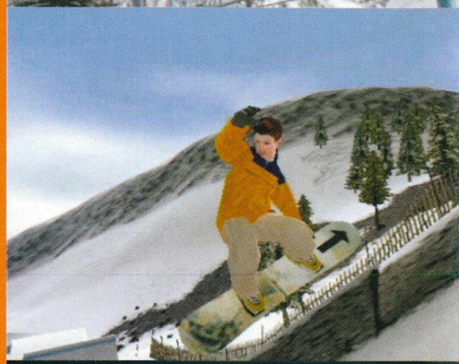
But what does Shaun Palmer think of *SSX*? "I've heard it's good, but mine's gonna be a lot better!" We'll see for ourselves this winter.

***Shaun Palmer is interviewed next issue**

MAT HOFFMAN'S PRO BMX 2

Unfortunately not playable at the *Tony Hawk's 3* event in Santa Monica, Neversoft is bringing a sequel to their recently-released *Mat Hoffman's Pro BMX* to PlayStation 2 in the spring of 2002. Details are sparse, but expect the same ramping up of detail as in *Tony Hawk's 3*. Online play is unconfirmed (but logically should follow) while PS2 BMXers can expect hundreds of trick combos and signature moves and 10 enormous vert, street and dirt tracks. More news post-E3.





(Above) Based on UEP's *Cool Boarders Code: Alien* engine, O2 are bringing their own brand of snowboarding to PS2.

(Below) Big man, small bike... *Mat Hoffman's Pro BMX* has just been released on the PSone to much acclaim. Expect even better for PS2.

Can't wait?
DAILY
RADAR
.CO.UK
www.dailyradar.co.uk
Computer and video games, DVD and movie news, as it happens.

RED FACTION

You're gonna have a hole lotta fun...

>>Volition's ground-breaking first-person shooter makes an explosive entrance. Read the world exclusive review only in *OPS2*.

REVIEWS

The latest PlayStation 2 games – reviewed and rated

OFFICIAL PlayStation 2 MAGAZINE

STAR PLAYER

OPS2 review ratings

If it's for PlayStation 2, and heading for a store near you, we've played it, argued about it, and, ultimately, judged it. Every issue, we look at the latest games and rate them out of 10:

10/10	Utterly essential
9/10	Hugely satisfying and entertaining
8/10	Highly recommended. Definitely worth your money
7/10	Good, solid fare, and well worth a gander
6/10	Better than average, and fine for fans of the genre
5/10	An average game of some merit
4/10	Poor, but may still have the odd moment
3/10	Extremely disappointing
2/10	To be avoided
1/10	Beer mat

The OPS2 StarPlayer award
Awarded to any game that gets 9/10 or over. This is just our little way of trying to hammer home what is a fairly simple message: Get this game, and get it now.

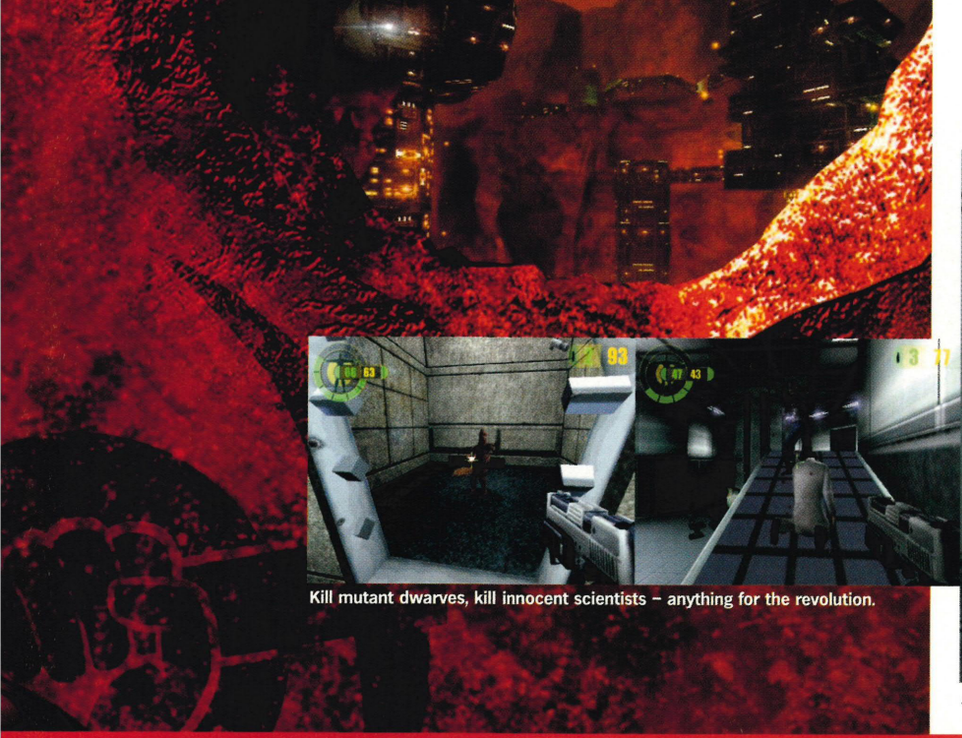
Game reviews

096	Red Faction
102	MTV Music Generator 2
106	Fur Fighters
110	Extermination
112	Star Wars: Super Bombad Racing
114	Rugby
116	Rumble Racing
118	Heroes Of Might And Magic
120	Jungle Book Groove Party
121	Gauntlet: Dark Legacy
123	Army Men: Green Rogue

Media reviews

128	**DVD reviews:** High Fidelity/Pitch Black/Charlie's Angels/Shanghai Noon/Gone in 60 Seconds/Shaft/Total Recall/Predator/Rocky
130	Top 10 Western DVDs
132	Interview: Mogwai/Internet
133	Books/Magazines/Music reviews: REM/Stereo MC's/Travis/More

You play as Parker, a drone worker in the Ultor mines, whose insatiable bloodlust turns him into a hero of the revolution.



Kill mutant dwarves, kill innocent scientists – anything for the revolution.

Arm the flamethrower and give those Ultor guards a damn good roasting.

RED FACTION

When life on Mars goes to hell, you're better red than dead. Strap on a rocket launcher and join the revolution, comrade.

Publisher: THQ
Developer: Volition
Price: £44.99
Players: 1-2
Out: 22 June
Web site: www.redfaction.com

Back story
Based in Champaign, Illinois (near Chicago), Volition has already chalked up one PS2 hit with the RPG *Summoner* (see issue #04). The *Red Faction* team was previously responsible for acclaimed PC space combat games, *Freespace* and *Freespace 2*.

"Mars ain't the kind of place to raise the kids," trilled podgy bald minstrel Elton John, and who's to argue with his inter-planetary insight? Certainly not the employees of Ultor, a mining company whose working practices make your average Indonesian sports shoe sweatshop look like a benevolent profit-sharing collective.

Yes, it's the future, and workers have been lured to the red planet with promises of top wages, a decent pension plan and a rapid return to Earth. However, once banished to a rock face deep beneath Mars' surface, handed a pick-axe and told to get on with it, the miners are discovering that their sinister paymasters aren't exactly adhering to European Union employment laws. Several light years from the influence of any meddling parliamentary inquiry, Ultor are doing just what the hell they want, and that includes forcing the miners to work life-sapping shifts under armed guard and scratching cold Chicken Balti off the menu at the work canteen. Probably.

Naturally, there is a stirring amongst the workforce. They are getting organised, banding together to form an ultra-secret resistance movement hoping that one day soon, together they will become powerful enough to rise up against their oppressor.

Red Faction may be the first PlayStation 2 game to take a miners' strike as its inspiration, but it's worth making clear that the story isn't necessarily influenced by Yorkshire in 1984. Thatcher's government may have been a supremely evil entity, but even the Tories couldn't be accused of periodically massacring their own people for 'political reasons' and for pioneering genetic experiments on humans, major features of Ultor's operation. It's also difficult to imagine Arthur Scargill strapping on a sub-machine-gun and running riot through the corridors of Westminster. Instead, our hero here is Parker, a lowly miner turned saviour of the revolution, whose style of heated debate involves roasting guards with a flame-thrower. In fact, this isn't just a strike, this is full-scale Commie insurrection. The *Red Faction* is calling you, and with one hand clenched into a fist, the other gingerly clutching a large automatic weapon, it seems churlish to resist.

FEAR OF A RED PLANET

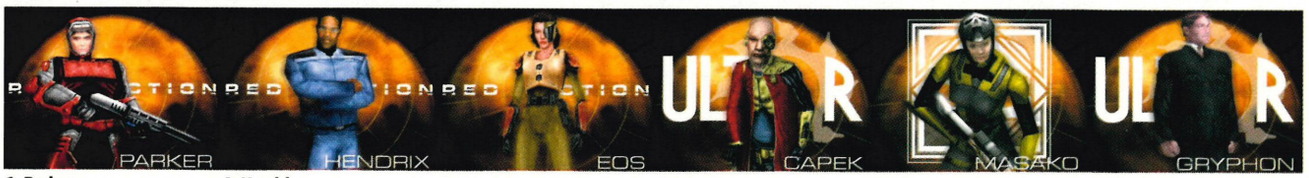
From the screenshots, *Red Faction* does look like yet another first-person shooter. Although the FPS genre was a stranger to PSone, the power of PlayStation's bigger brother has ushered in a new era of high-speed carnage. First there was *TimeSplitters*, rapidly followed by PC big guns *Quake III: Revolution* and *Unreal Tournament*. At first glance, it's difficult to see where *Red Faction*'s niche exists.

In fact, *Red Faction* approaches the FPS experience from the opposite direction to the other three aforementioned titles. Whereas the driving force behind a game like *Quake* is very much the frantic ferocity of the deathmatch, *Red Faction* is a single-player adventure game first and a multiplayer deathmatch second. *Red Faction* actually boasts a strong storyline, providing a motivation to progress, besides opening the door to another roomful of cannon fodder.

TimeSplitters may have grafted the most skeletal of plots to its deathmatch core, but *Red Faction* is the real deal, having more in common with the likes of *Metal Gear Solid 2*. Beyond merely

WHO'S WHO

A guide to *Red Faction*'s major playas.



1. Parker
That's you, that is. Lowly miner turned battle-scarred revolutionary, doing it for the people. Loves his Mom. But not literally.

2. Hendrix
Speccy Ultor comms worker abusing the system to pass vital information to Parker and Eos. Burns Stratocasters regularly.

3. Eos
Coldly humourless and wrong-faced leader of the Red Faction revolutionary movement. Gives most of the orders round here.

4. Capek
Pervy camp villain in charge of pioneering Ultor's ugly genetic experiments on humans. Bears a striking resemblance to Davros.

5. Masako
Leader of the mercenary forces who turn up halfway through the game to make your life hell. Hellbent on nailing you at all costs.

6. Gryphon
Ultor exec with a deep-seated beef against his employers – holds info vital for *Red Faction*'s success. Besuited and smarmy.

Roam deep into Capek's lair and you discover cages inhabited by unsavoury mutant beasties such as this – shades of *Half-Life*?

The assault rifle will soon become your bestest friend in the world.

Guards constantly throw you irritating insults. Take revenge in this manner.

An inconvenient reload can cost your life. Stay aware.

opening fire on everything that moves, you have to drive vehicles, act as a bodyguard and even drag corpses out of view in much the same manner as Kojima's forthcoming stealth masterpiece. *Red Faction* is essentially an explosive action adventure that just happens to be in the first-person.

Actually, *Red Faction* fancies itself a little as the new *Half-Life*. Much like Valve's monumental PC FPS adventure, *Red Faction* thrusts greatness on an ordinary worker who suddenly finds himself tackling armies of enemies single-handedly. And, just as in *Half-Life*, the situation becomes ever more complex as you progress, with Ultor eventually fighting back with heavy artillery. You'll even encounter an isolated cave system populated by snarling mutant beasties. The quest is epic and there are more hours of adventuring here than in almost anything else on PS2.

MARTIAN CHRONICLES

Your character is Parker, an average Mars miner whose life is made a living hell by the long shifts, impersonal living conditions and slave-driving guards of Ultor. Naturally he hears murmurs of dissent, especially when a deadly plague sweeps through the workforce with Ultor doing nothing to prevent its spread. The beginning of the game sees Parker returning to his living quarters from a hard day's toil at the rock face when an argument breaks out between a guard and a miner. In a flash, the guard is on the floor and you've picked up his electronic control baton. As the other guards draw their pistols against you, you've little choice but to fight back with the baton until seizing a pistol of your own. Even then, you've got to keep killing in order to collect more bullets and maintain an ammo supply.

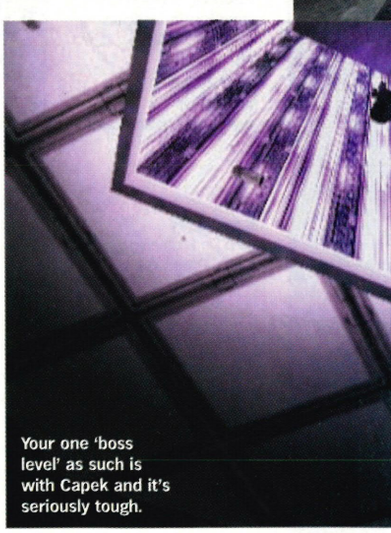
It's a tough start to the game. You don't know what to do or which way to turn and when combined with the darkness of the underground caverns, the disorientation is complete, perfectly representing the confusion you expect Parker might actually feel when thrust suddenly, instinctively into battle. It may well take a few attempts before you're able to get a grip on events, at which point a message flashes up on your Codec-style pager. It's Eos, leader of the Red Faction rebellion movement, calling for everyone and their aunties to join her in overthrowing Ultor and avenging the dead miners.

You may feel more concerned about saving your own skin as hordes of guards open fire at your head, but every dead guard is a small victory

COMPLETE CONTROL

***Red Faction* goes out of its way to provide absolute user freedom.**

Although the default joypad control set-up is actually more than adequate, the game offers you eight different configurations and if none of those are quite perfect enough, you can customise your own. Advanced control settings allow you to tinker with movement sensitivity and things like the priority order of your weapon select menu. Verily, Volition has thought of everything – it's like the keyboard and mouse never existed.



Your one 'boss level' as such is with Capek and it's seriously tough.

HAPPINESS IS A BIG GUN

Much of the joy of an FPS lies in its armoury. *Red Faction's* weapons are more realistic, and therefore more prosaic than most (no redeemer or cow launcher here) but there's still much destructive fun to be had.

1. Control Baton
The last resort electronic truncheon, the equal of *GoldenEye's* slappers. Pretty much useless, although the guards do enjoy ramming it up you from behind.
Secondary fire: Stun, as opposed to thrash.

2. Pistol
Surprisingly effective bog-standard 12mm gun, it'll be your best friend through the early levels where three or four hits take out each guard. Useless in multiplayer.
Secondary fire: A silenced version.

3. Sub-machine-gun
Uzi-style rapid-fire weapon packing both 5.56mm and 12mm rounds, although surprisingly ineffective unless right up close.
Secondary fire: Switches between 5.56mm and 12mm barrels.

4. Assault Rifle
Fires 5.56mm rounds in bursts of three, and two of those are enough to take out most assailants. With rapid reload times and good accuracy, this is the weapon of choice.
Secondary fire: Continuous autofire.

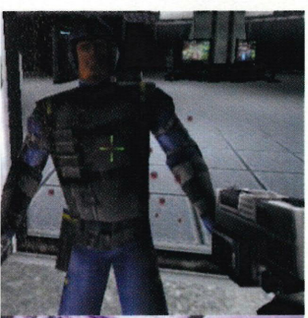
5. Remote Charge
Essential for exploiting the Geo-Mod technology in order to blast into rock or blow through walls. Alternately, you can lay a charge, lure out the guard, flick the switch and watch him fly.
Secondary fire: None.

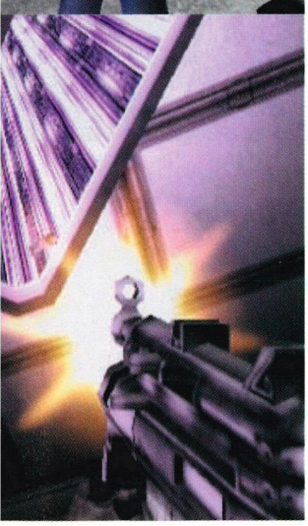
6. Grenade
Naturally much less accurate than the remote charges and the blast is less concentrated, but grenades can be deadly if you score a direct hit.
Secondary fire: Explodes after four seconds, as opposed to on impact.

7. Flame-thrower
These are rare in the single-player game, so have fun with one when you're offered the chance. Get in close, turn up the heat and roast the Ultor guard until toasty.
Secondary fire: Lobs a nice little petrol bomb.

In your face. You know when you're being shot at because the screen turns crimson, red elipses intrude at the edges of your picture and the joypad rumbles like it's having a seizure.

Ouch! There goes *Red Faction's* 11+ ELSPA rating certificate.





for the cause. You don't always feel part of a collective uprising since you're fighting alone – whenever you do encounter a comrade, they tend to be totally inept in the ways of the gun and are generally dead within seconds leaving you to deal with a hail of enemy fire on your tod. The game even allows you to ruthlessly murder colleagues and innocents if they annoy you too much – not very comradely, but there you go.

Like every budding Che Guevara, Parker has his own issues. A simple guy in a complex world, one of the rare cut-scenes sees Parker detonating a military installation. "This one's for you, Mom," he intones with a hint of sadness, before blowing the place to bits.

Then again, perhaps we give Volition's scriptwriters too much credit. The plot of *Red Faction* is hardly original (go watch *Total Recall* or play the aforementioned *Half-Life* for evidence) and Parker is probably just a wooden character as opposed to a sullen deep-thinker. As much as the storyline helps give the game an overall structure and an impressive sense of scale, it's the constant rapid-fire thrills that really keep you hooked.

//Fire a rocket at a wall and once the dust has cleared, you'll find a ruddy great hole...//

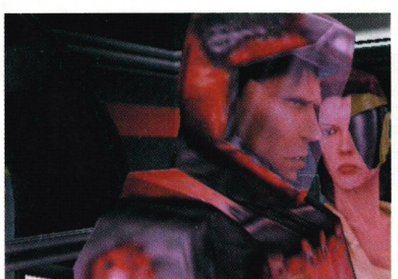
THE WHOLE STORY

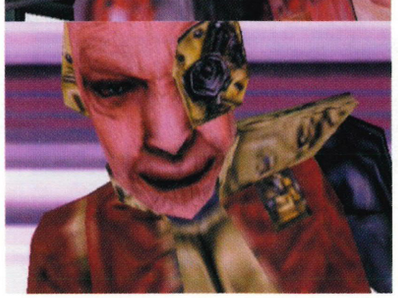
Prior to release, Volition has made much of its (literally ground-breaking) Geo-Mod technology. Whereas other games opt for simple, static surroundings, *Red Faction's* environments are interactive. Fire a rocket at a wall, for example, and once the dust has cleared you'll find a ruddy great hole where there were once bricks and mortar. If you're lucky, you'll catch a guard with his pants down in the next room and be able to climb through the hole, finishing him off with a swift bullet to the head.

There are plenty of other possibilities: discover a locked door encased in rock and you can blast around it by letting off remote charges; glass shatters realistically allowing you to climb through windows; and pillars can be systematically shattered bringing a structure down to earth with a bang. However, if you're expecting to go around maniacally shooting up every building in site like a one-man demolition team, you may be disappointed. The multiplayer levels can become riots of flying masonry, but the freedom to test the Geo-Mod technology in the main adventure is, it has to be said, limited.

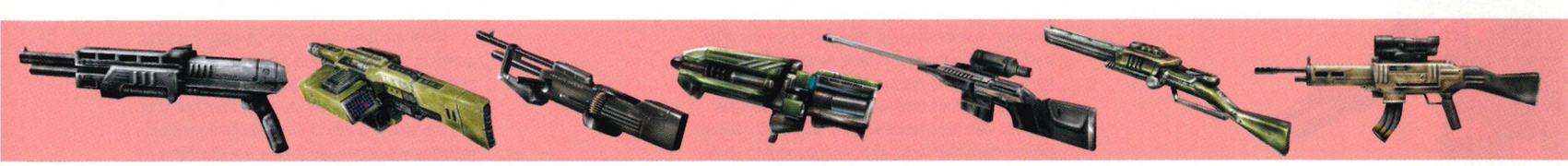
Volition does give you a taste of explosive action early on, scattering a few bundles of remote charges around the first mine level. Unfortunately, you soon find that unless you place the charges where a yellow cross has been painted on the wall, you'll be wasting the ammo

→





Cut-scenes (here featuring Parker discussing the fate of the vanquished Capek with Eos) are ugly and poorly-scripted. Shame.



8. Automatic Shotgun
Good for a laugh but not necessarily the best option in most situations. Leap into the fray and blast away by all means, but check that armour level first.

Secondary fire: Eight bullets in one press.

9. Rocket Launcher
Watch the masonry fly as you run riot with this fella. Essential for disabling vehicles or blowing through walls. It's the weapon of the game.

Secondary fire: Homing and heatseeking missiles.

10. Heavy Machine Gun
A serious piece of kit, this'll fire endless rounds of hefty slugs – ideal for those *Rambo*-style show-off sessions or taking out the Mercs.

Secondary fire: Fires more slowly but with far more accuracy.

11. Fusion Rocket Launcher
The big momma. Looks like a portable Iraqi supergun and instantly decimates all around it, including yourself if you aren't careful.

Secondary fire: Like you need one with this thing.

12. Sniper Rifle
Does exactly what it says on the tin, although you'll find few situations where you're afforded a protected spot in which to use it. Pointless in a frantic multiplayer duel.

Secondary fire: The sniper sight.

13. Rail Driver
Red Faction's single nod to crazy sci-fi weaponry, this fires a bolt of instant blue death, but there's a long load between each shot and deadly accuracy is therefore required.

Secondary fire: A heat-sensitive radar scope to fire through walls with.

14. Precision Rifle
Probably the single most effective weapon in the game. It's deadly up close but also boasts a sniper scope for long-distance disablement. Deeply, deeply satisfying.

Secondary fire: The sniper sight attachment.

GO FORTH AND MULTIPLAY

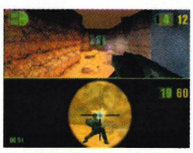
Is the two-player mode any good? How many levels are there? Can you shoot up the scenery? Read on.

The single-player mode is very much the primary focus of *Red Faction*, but no first-person shooter worth its salt could step out into the world without including a multiplayer mode. *Red Faction* only supports two players but the split-screen multiplayer here is much more than an afterthought. Intelligent bots make up the numbers and there are nine all-new arenas.

1. The Lobby
Cramped arena with curving corridors and a central room whose pillars are begging to be blasted with a rocket.

5. Hangar 18
More industrial corridors along the line of Installation XJ5, but with a huge open arena bang right in the centre.

2. Installation XJ5
Labyrinthine series of corridors centring around a multi-level main room. Walls can be blasted through to comic effect.

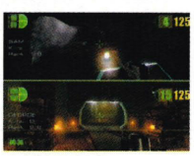


6. Blasted Canyon
Single narrow rocky canyon with balconies at either end, perfect for sniping or tense rocket launcher duels.

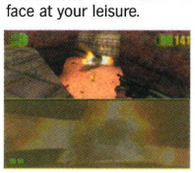
3. Waste Disposal Plant
Maze of narrow, low-ceilinged industrial tunnels all lit with a disorientating blue haze.

7. Waterlogged
Massive tri-level arena full of lifts, leaps of faith and inviting wide corridors. Great for cat-and-mouse.

4. The Badlands
A series of narrow rocky canyons lit only by spooky red lights. The central arena is made interesting by a couple of perilous cliff overhangs.

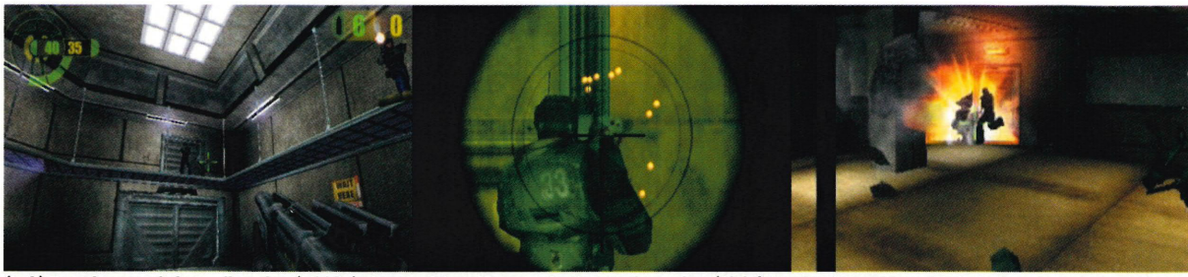


8. Mine Warfare
Huge underground level combining wide and narrow passages. Cordially invites you to blast chunks out of the rock face at your leisure.



9. Warlords
Like the Blasted Canyon but with a three storey tower at each end and a fusion rocket launcher to hand. Absolute carnage.

Mercs don't just wear armour, they wear mobile mecha suits.



(Left) Enemies attack from all angles. (Middle) The precision rifle can also be used to snipe. (Right) Mounted turrets cause chaos.

The calm before the storm – as soon as that guard attacks that miner, all hell breaks loose.

by blasting pointlessly into solid rock. If you're required to blow through walls in order to reach the next stage of the adventure, the opportunity is blatantly telegraphed by the fact that a bundle of charges have conveniently been left lying around in the previous room. At other times, you just don't have enough ammunition to piss away by randomly firing rockets at walls. Chances are they'll be nothing worth seeing behind those walls anyway, so rest easy.

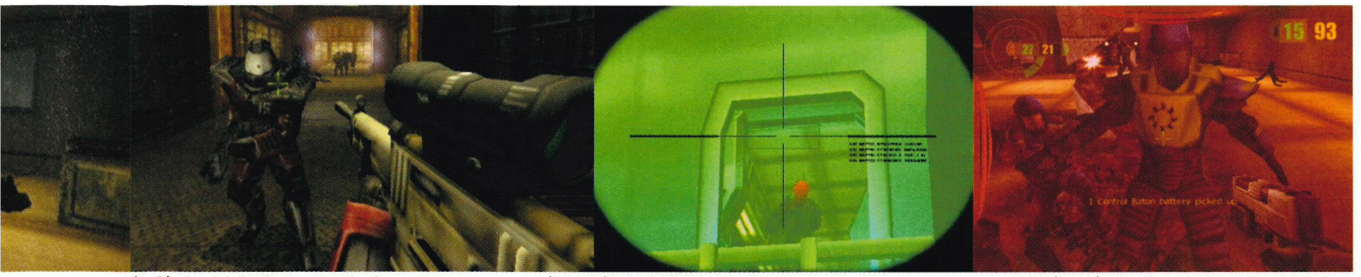
For the most part, the process of amassing an enviable arsenal and letting onrushing foes feel the full force of your weaponry is immensely enjoyable. Enemy AI is decent, but not always perfect. Guards will dodge your fire or come at you from several different angles at once, but after a while their behaviour is fairly predictable. The intelligence of the mercenaries encountered later in the game does manage to improve marginally and you can experience lengthy battles of chicken taking alternative turns with an opponent to strafe out from behind an obstacle and fire a few shots before retreating to safety. Nevertheless, the game relies largely on equipping more formidable enemies with bigger weapons and better armour, or putting more of them in one place.

There's not much of a learning curve either. For slightly over half the game, you're dealing with the same old bog-standard Ultor guards, whose only real threat comes in numbers. Then suddenly the authorities send in the Mercs and it's a pretty rude awakening. They're armed with at least three totally new types of heavy weaponry – you instantly need to learn how to evade their fire and how to use them against the Mercs when you gain possession of the new weapons yourself.

Early in the game you will find that, contrary to the way you might usually approach first-person shooters of this kind – ie killing everyone in a particular area before progressing – it's occasionally more effective to simply leg it. You can also get a lot of mileage out of taking refuge in a room with a narrow doorway and picking off your assailants one by one as they come to confront you, a tactic that even works with the dreaded Mercs.

There are even a few unforgiveably irritating quirks in the game. Levels which require you to perform accurate jumps between platforms in a first-person game when you can't even see your feet are always a no-no. One excellent mission requiring you to escape from a hail of enemy fire while protecting a suited exec carrying crucial information for Eos is almost sullied when the feckless number-cruncher chooses to loiter in a doorway, totally blocking your path (you have to

//For half the game you're dealing with the Ultor guards, then on come the Mercs, it's a rude awakening//



(Left) Thankfully that's exactly the weapon you need. (Middle) The brilliant rail driver can see and shoot through walls. (Right) Get shot of this Ultor goon.

lure him all the way to the other end of the room and then farcically race him back to the door). Occasionally the Geo-Mod feature backfires – it seems to be entirely possible for you to blow yourself a path through rock and then become immovably lodged in the resultant crevice.

Nevertheless, these moments are rare, perhaps outweighed by some ingenious level design. One outstanding moment finds you travelling through a narrow passage on a cargo conveyor belt. Having dealt with a couple of stooges coming the other way, you turn a corner only to find a rocket being fired down the tunnel toward your head. You can't sidestep it, you can't duck it, you can't jump it. It seems like an impossible situation, until you realise you just about have time to step onto the opposite conveyor and dodge back round the corner. If you tempt fire three times and survive, the guard runs out of rockets and you can amble up to him and blow his ugly head off.

Red Faction's beauty lies in the game's variety of level design (from desert canyons to futuristic industrial complexes to underwater caverns) and the epic scale of the adventure. You really do feel part of something huge, and the sufficient storyline at least keeps you guessing as to where your mission places Parker and Eos in the big picture right up until the very end. Control is never a problem despite the usual carping of the mouse-and-keyboard lobby and handling the vast range of weaponry is always a blast. Geo-Mod isn't all it's cracked up to be in terms of liberating gameplay although it does lend the Multiplayer mode an endearing sense of chaos.

Sadly, too many tiny flaws prevent *Red Faction* from becoming a classic. It only takes one instance of unfair gameplay to prompt a bout a joypad-trashing and taint your experience of a whole game. And the less said about the hideously clumsy cut-scenes the better.

Nevertheless, *Red Faction* represents a bold step forward for the PlayStation 2 adventure game staple and it'll keep your red dust-encrusted hands full for weeks on end. When was the last time a videogame offered you the chance to sign up to a righteously violent bona fide left-wing rebellion? Vive la resistance. ☐ **Sam Richards**

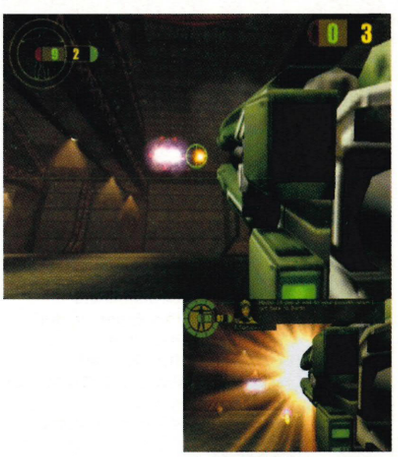
GET BEHIND THE WHEEL

Spicing the adventure with variety, there are occasional levels which require you to pilot an attack vehicle. Like a real driver.

Although you feel that the design team might have been stretching themselves a little too far at this point – vehicle handling is pretty ropey – it can be a lot of fun to climb inside a metal shell and plan attacks from there.

The submarine is the first vehicle you discover and it's essential for traversing the underwater cavern segment. It's equipped with missiles to attack enemy subs floating around down there or even the more vicious elements of marine life.

The APC (or Armoured Personnel Core) is easily the best of the vehicles and it's uncovered about two-thirds of the way through the game. The canyon may be overrun with Mercs, but you can run the Mercs over if you desire. Alternatively, the APC is equipped with a heavy duty mounted rifle and a seriously destructive grenade launcher.



The devastating one-man army that is the fusion rocket launcher in its full, explosive glory.

RED FACTION

Why we'd buy it:	Why we'd leave it:	As a cross between *Quake* and *MGS*, *Red Faction* almost does the business. Explosive and epic in scale, only a little lazy design manages to mar the magnificence.
- Best PS2 adventure yet - Hours of explosive FPS action - Commie chic	- Irritating gameplay flaws - Ugly cut-scenes - No four-player	

Graphics	Great landscapes, ugly characters	06
Sound	Excellent atmospherics and decent speech	08
Gameplay	Satisfyingly varied – it's a blast	07
Life span	Huge adventure plus a corking multiplayer	09

08

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

TALKIN' 'BOUT A REVOLUTION

Man the barricades, it's a list of *OPS2's* favourite revolutions.

English Civil War
(England, 1642-51)
Cromwell's roundheads execute Charles I and turn England into a commonwealth. Goes tits up after nine years when they let Charles II back in for no good reason.

American War Of Independence
(US, 1775-83)
Yanks dis their British heritage and George Washington leads a victorious rebellion. The US as we know it is born. Goes tits up after 75 years when they start fighting each other.

Industrial Revolution
(UK, 1760-1830)
Everyone stops shearing sheep and builds massive factories in order to make stuff faster and thus steal a march on the Third World. Goes tits up when industrial pollution wrecks the planet and we all die.

French Revolution
(France, 1789)
Pissed off peasants demanding liberte, egalite and fraternite storm the Bastille and chop off Marie Antionette's bonce. Goes tits up after about three years when the instigators keep guillotining each other.

Russian Revolution
(Russia, 1917)
Lenin grabs a copy of Marx's Manifesto and leads the proletariat in an uprising against the bourgeoisie. Communism ensues. Goes tits up when everyone realises this means 70 years of economic stagnation, poverty and Stalin's secret police.

Youth Culture Revolution
(UK/US, late Fifties)
Kids rebel against their parents, invent rock 'n' roll, have lewd sex and toke the demon weed while partying in the streets. Goes tits up when they all get older and turn into hippies.

Revolution No. 9
(UK, 1968)
Popular music is changed forever as the Beatles fart around with silly noises instead of writing a proper tune. Goes tits up when Paul McCartney forms Wings.

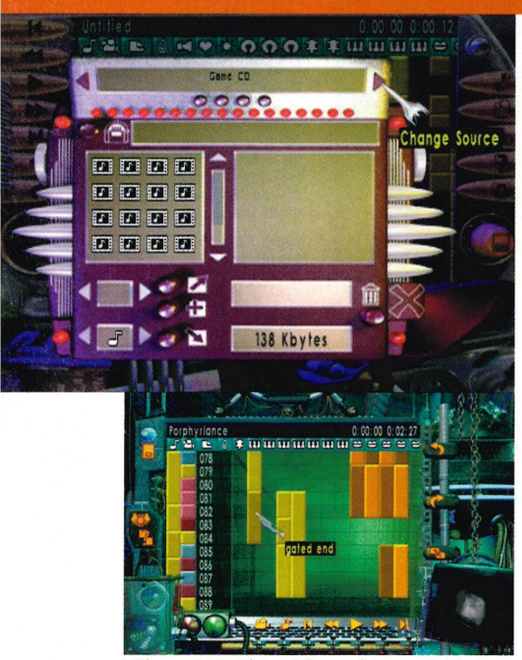
Quake III: Revolution
(UK, 2001)
PC games are rendered obsolete when Bullfrog proves they can be done just as well without you having to spend a grand on a machine that looks like a big beige shed.

Leading the charge for *MTVMG2* – top house DJ David Morales.

ON THE DVD

MTV MUSIC GENERATOR 2

When is a game not a game? When it crams the might of a professional recording studio into a PS2...



Different 'skins' (visual themes) are available to add interest to the interface.

Publisher: Codemasters
Developer: Jester Interactive
Out: 25 May
Players: 1 (1-4 in Jam mode)
Web: www.jesterinteractive.com

Back story
The music creation concept worked incredibly well on the PSone and PC in both *Music* and it's sequel *Music 2000* (known in the US as *MTV Music Generator*, hence this being the sequel) and staggeringly sold over a million copies.

OFFICIAL PlayStation 2 MAGAZINE
STAR PLAYER

It would be stupid to judge *MTV Music Generator 2* in the same way that one would a videogame. It's not what it looks like, it's not how playable it is, it's not even about an original idea. In fact it's not really a 'game' at all. At the risk of making it sound like a dull PC program (or even using the dreaded 'software' word) it's more of a tool or utility, with the fundamental aim being to make the creation of music as simple and as enjoyable as possible.

The promotional FMV intro sequence featuring house producer extraodinaire David Morales makes this clear (that is, when Dave can get his words out). You can make music from any number of styles including house, rock, trance, breakbeat, techno and r'n'b. So whatever your personal tastes may be, the required sounds to compose a song to suit are included.

It is best to approach *MTVMG2* at two different levels. Either you are just interested in making music and have no idea what a sampler does or a flanger effect sounds like or you know your pitch bends from your time stretching and want to push your PS2 to its music making limits. You can be rest assured that Jester Interactive has catered for both these predicaments.

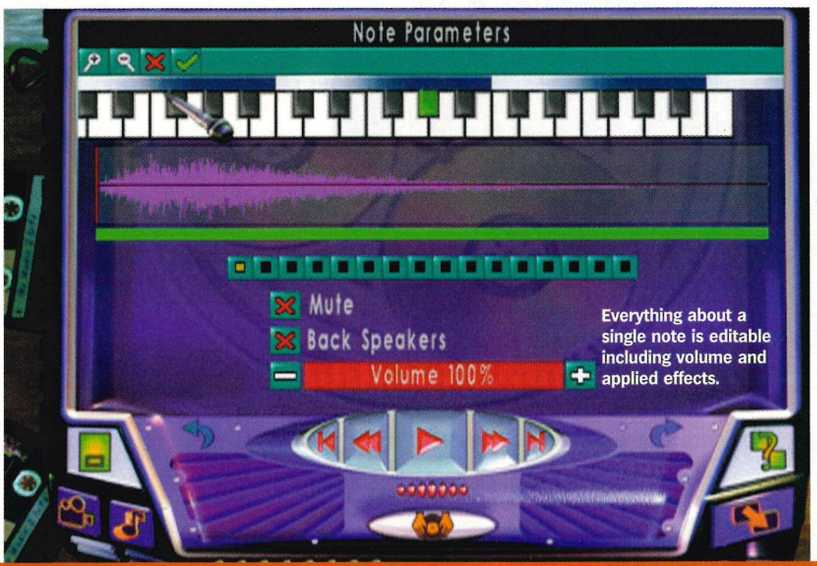
Included in the manual is a brief tutorial as to how to use the interface and get started on a song but for the sake of first timers, here's how it's done. Sound is represented by coloured blocks, which are referred to as riffs. Riffs are placed on to a pasteboard which has numbers running down the side which show bars or units of sound. Riffs themselves are made up of individual samples played in a particular order. Sound confusing? Actually it's not. Imagine a drum beat – that's your riff. Now think what makes up that. A snare drum, a bass drum, maybe some cymbals. Right? Well those are your samples played in a sequence. Place these riffs side by side and press play and you have your drum beat.

MUSIC IS THE ANSWER

Even if this still doesn't make sense it is unlikely after 20 minutes of fiddling you won't have produced something that could be called a tune. Either that or a cacophonous racket which almost blew up your TV's speakers, but then again, Aphex Twin makes money out of exactly that. Jester has worked hard on their menu systems of which there are quite a few – one for each new function you enter in fact. This could have provided a lot of confusion and frustration. Fortunately, the Dual Shock 2 is utilised sensibly and the analogue sticks (used to move the cursor around the screen) are as good as any mouse. For more advanced users short cuts can be set up on the shoulder buttons for even faster navigation.

The increased memory of the PS2 has allowed for a total of 9000 samples to be included. They

The cursor will change depending on what skin you use. Space age is a rocket. Natch.



Everything about a single note is editable including volume and applied effects.

take the form of percussion, live and electronic instruments, vocals and soundstage effects (like the squawking and chattering of a rainforest). This provides the user with infinite scope for experimentation. Especially when you consider every one of these samples can be sonically messed about with. With a bit of manipulation, you can make a dull guitar note into an echoing, swooshing powerchord that makes Limp Bizkit's axe assault sound like Belle and Sebastian.

Fear not though if that sounds like too much hard work because it's possible to place the extensive and genre-listed riffs into a competent sounding whole and never have to adjust the note volume envelope – just perhaps the height of your footstool or move that cup of tea a bit closer. And there lies the genius behind *MTVMG2*. It puts an incredibly powerful music making program in your living room and then makes it so easy to use that it's impossible to not get hooked after half an hour's playing. Nothing beats the incredible satisfaction of creating something. Full stop. With a game, even lengthy and epic adventures like *Final Fantasy* or *Tomb Raider*, that buzz of their final completion is so quickly tempered by the realisation that, well, that's it. Quite literally Game Over. Not so with *MTVMG2*. Compose for two hours. Finish a song. Sit around feeling chuffed. Play it to your mates. Play it to your mum. Then make another one. Repeat 'til fade...

//It's unlikely that after only 20 minutes of fiddling you won't have produced a tune//

Even more exciting is the opportunity for sample-related tomfoolery. If you've ever discovered that the latest Eminem track is actually a rip off of some obscure Seventies soul ballad then you'll be aware of the power of the sampler. You might have also discovered that the cheapest of samplers will set you back a good £200 second-hand. But with *MTVMG2* in your PS2 and an attached USB sampler (see Plug Me In) plugged into your stereo or a microphone, anything which emits a soundwave could be an element of your masterpiece. Whether it's the taught bassline underpinning an early James Brown 45, a saucy nasal grunt in a Madonna song, a razor-sharp guitar riff from a Manics tune or your mate in the toilet after a night on the beers and curry – it's all yours to play with. There is no limit except for your creativity.

To further personalise your songs a Video editing function is in place to create a visual accompaniment. The term Video as featured here is actually a bit of a misnomer and budding Spike Jonzes will be disappointed. The fractals, squiggly

BE BETTER THAN THE PROS

A rundown of some of the featured tracks on the disc and what you can learn (or nick) from them.

Make the bonkers world of Gorillaz even bonkers-er with a gabba rejig.

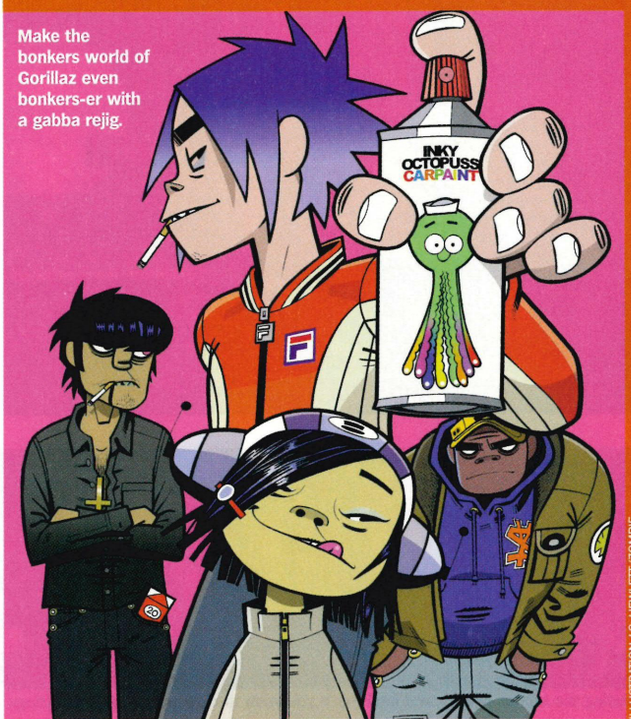


ILLUSTRATION: J.C. HEWLETT/ZOMBIE

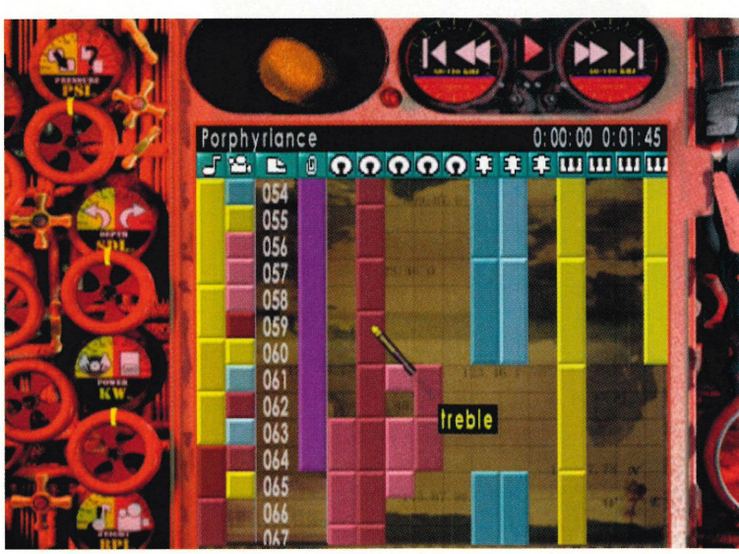
RONI SIZE
Jazz 2
Long spacey intro with some neat plucked guitar riffs making way for an onslaught of sub bass and sped up jazzy breaks. Good example of how bass sounds can be manipulated with the use of effects.

KERKENKRAFT
Inside The Speaker
The blippy synth sounds demonstrate *MTVMG2*'s ability to move sound between the left and right speaker, known as 'panning'. Also features a very nickable robotic vocal sample.

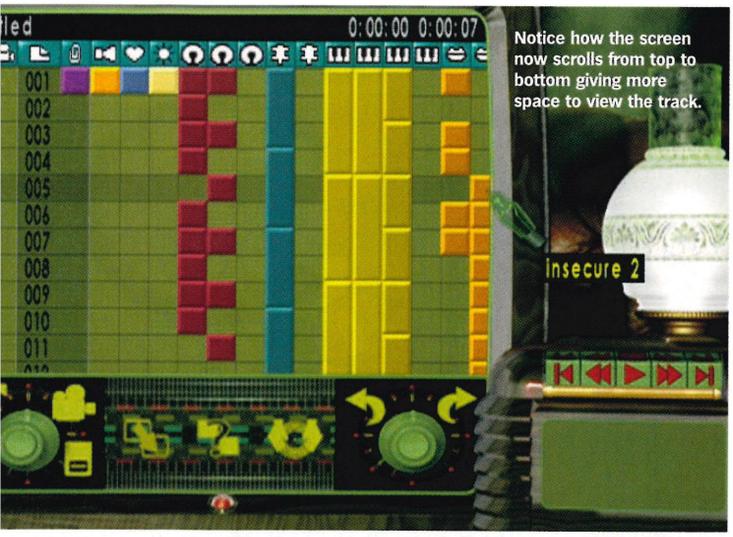
FUNKMASTER FLEX
I Don't Care
A very handy hip-hop break and some funky flute loops make up this track. The rapped vocal line will be hard to use in anything other than slow tempo numbers.

HALO VARGA AND DANO
Show Me Dub
Some intelligent, spacey West Coast tribal house. Very effective layering of different synth sounds wedged over a simple four to the floor rhythm with obligatory bongos.

GORILLAZ
Dub Dumb
The cartoon gang have turned out a bass heavy dub track with Little Eirie toasting maniacally over the top. A track which shows the musical genres are more than open to be mixed and matched. And swiped.



Nowhere else is such a sophisticated music maker controlled by, um, taps.

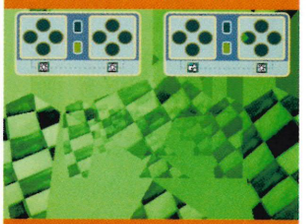


Notice how the screen now scrolls from top to bottom giving more space to view the track.

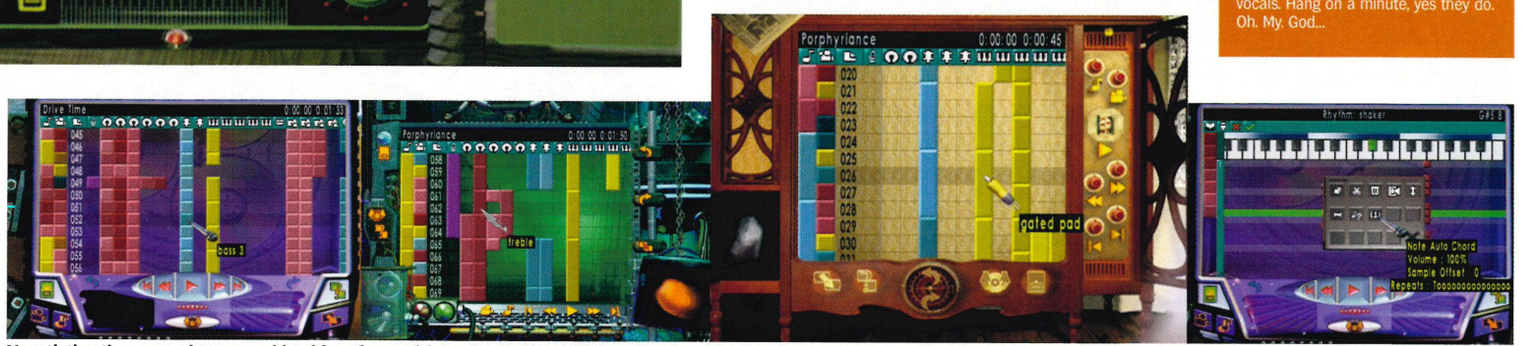
The intro sequence with David Morales is well worth a watch if not just to see how The Man is incapable of saying *Generator*. So it's *Generwator* is it Dave? Ah. Okay.

ONE GOOD, TWO BAD

We hope you like-a jamming too...



'Jamming' is great – as long as *you are the one doing it* and it's *in the confines of your rehearsal room*. Or in this case your living room. You and three other fellow 'band' members will be able to jam in real-time using riffs from the program. Best to make sure you're into the same thing though. Trance riffs simply don't go with rock vocals. Hang on a minute, yes they do. Oh. My. God...

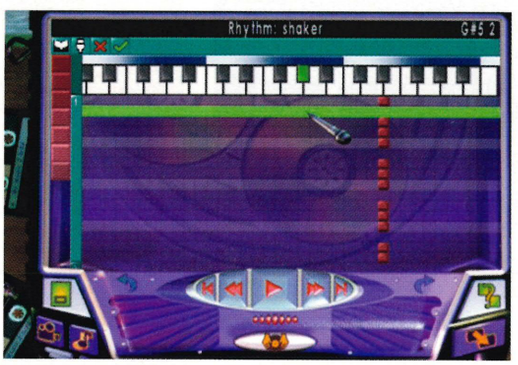


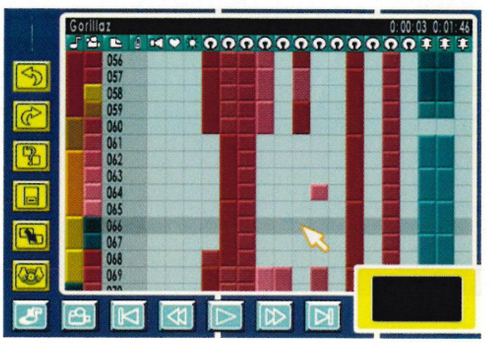
Negotiating the menus is easy and intuitive. If you wish to change the default settings and set your own custom ones then you can do this on the Options screen.

PLUG ME IN

Go on. Flagrantly pilfer everybody else's tunes with Codemasters' handy USB Sampler.

Music 2000 allowed users to record samples directly from the internal CD drive of the PSone. This has not been incorporated in this latest version. Instead a USB add-on, sold separately will be used to capture samples from any external source. The unit will plug into one of the USB sockets on the front of the PS2. The adaptor itself will house a female stereo input into which you can plug a mic or link it directly to a CD player or MiniDisc.
The cost of the USB Sampler is TBC but will be available to buy online at www.codemasters.com





The MTV skin is the most simple and uncluttered.

lines and strange 'bar of soap' shaped objects it generates are, like the sounds, infinitely editable but it's unlikely you'll create anything that doesn't give you a headache or ends up looking like a dodgy advertisement for *Psychedelic Goa Trance Volume IX: A New Birth*.

As if to prove a point or perhaps just to show the program's prowess, Codemasters has sought the cream of recent musical talent to create songs using *MTVMG2*. Included on the disc are the likes of Gorillaz, Bentley Rhythm Ace, Roni Size, Photek and Halo Varga. It may just be a marketing gimmick but the fact that these artists are able to get such professional sounding compositions out of the PS2 only serves to show what the program is capable of with a bit of practice. Using only the same tools available to you (a PS2, *MTVMG2* and the USB sample adaptor) they have put together a set of entirely editable pieces of music.

Not happy with the way that the Gorillaz track uses the bass line? Change it then. Think that the Roni Size drum'n'bass track is too generic? Then turn it into a tech house track. Think that the banging hard house of Kerkenkraft is destined for Dave Pearce's Dance Anthems? Then give it the Autechre treatment and make it sound like electronic death. If a tune is still not to your liking you could record it on to a MiniDisc via the Digital Out on the back of your PS2 then re-sample it, loop a small section and put a hip-hop beat underneath. Finish the whole lot off with Anne Robinson saying, "You ARE the weakest link" pasted over the top and put it on the Internet as an MP3. Then wait til Chris Moyles plays it on national radio. The possibilities are endless.

There's little that can be said that is bad or not completely polished about *MTVMG2*. Except for the dubious Video mode and a few ropey vocal samples (the Pop set provided the office with much teary eyed laughter) it's nigh on flawless. And come on, how many 'games' can you say that about? ☐ **George Walter**

MTV MUSIC GENERATOR 2

Why we'd buy it:	**Why we'd leave it:**	**One of the most exciting and well put together releases yet. The first PS2 million seller anyone? Maybe not this early, but it damn well should be...**
- The only title of it's type - Offers limitless musical opportunities - The most truly rewarding PS2 title yet	- Had no interest in music - Were buying it just for the Video mode	

Graphics	Functional, but not pretty. Who cares though?	05
Sound	The best on PS2	10
Gameplay	Refreshingly non-existent	03
Life span	Until the next one comes out	10

09

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

INCLUDES OVER 600 CODES FOR OVER 50 PS2™ GAMES

FOR PS2™

THE ULTIMATE SECRET WEAPON

ACTION REPLAY™ 2 FOR PS2™

R.R.P. £29.99

The only video game cheat cartridge specifically for PlayStation™ 2!

Select from hundreds of c-odes for the latest PlayStation™ 2 games!

Add and update your code list with ease! Optional keyboard input.

BECOME INVINCIBLE!

Take your gaming to new levels with the ultimate video game cheat cartridge for PlayStation™ 2! Even the odds with infinite health, ammo and time, access hidden characters and explore secret levels. Visit Action Replay™ 2's web site, www.codejunkies.com, where you'll discover new codes for all the latest PS2™ games, or check in leading PlayStation™ 2 magazines. Action Replay™ 2 even includes a bonus CD packed with more than 3,000 cheats for PSone™ games!

*FEATURING GAME BUSTING CHEATS FOR THE BIGGEST AND BEST PS2 TITLES INCLUDING: GRAN TURISMO 3™ • STAR WARS: STARFIGHTER™ • QUAKE III™ • ZONE OF THE ENDERS™ • SUMMONER™ • KNOCKOUT KINGS 2001™ • ONI™ • SSX™ • TIMESPLITTERS™ • TEKKEN TAG TOURNAMENT™ • DEAD OR ALIVE 2™ • MIDNIGHT CLUB™ • SMUGGLERS RUN ™ • FIFA 2001™ • RIDGE RACER V ™ • INTERNATIONAL SUPERSTAR SOCCER™ • AND MANY MORE! **

★★★★★ Stuff FOR MEN

10/10 PSi2 INTERACTIVE MAGAZINE

ALSO AVAILABLE

USB KEYBOARD
Use the Action Replay™ 2 USB Keyboard (available separately) to enter new codes and enhancements.

USB HUB
Plug up to four USB peripherals into your PS2™ at the same time with this easy-to-use accessory from Datel.

USB MODEM
Connect your PS2™ to the internet and download the latest cheat codes direct to your Action Replay2™. Available Summer 2001.

X-PORT
Connect to a PC using X-Port and in no time you will be downloading new codes direct to your AR2™. With X-Port™ you can also exchange regular PS2™ game saves and even Yabasic programs via the internet.

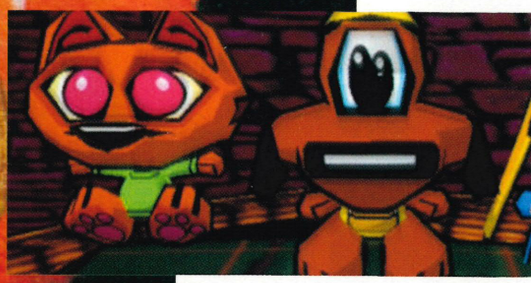
AVAILABLE FROM ALL GOOD GAMES RETAILERS INCLUDING : GAME COMET

CHEAT WARE by Datel

CODEJUNKIES www.codejunkies.com

©2000-01 Datel Design and Development Limited. Action Replay 2™ is a trademark of Datel Design and Development Limited. PS2™ is a trademark of Sony Computer Entertainment. This product is not sponsored, endorsed or approved by Sony. Actual appearance may vary. Datel recognises all game names as trademarks of their respective publishers.
* Includes the latest codes available from www.codejunkies.com,subject to publishers' release dates

When animals attack! Prepare for furry chaos with the cuddly critters of *Fur Fighters*.



ON THE DVD

FUR FIGHTERS

Hairy, scary, harder than your mum – here is a game to bring out the beast in you...

Publisher: Acclaim
Developer: Bizarre Creations
Price: £39.99
Players: 1-4
Release: June
Web site: www.bizarre creations.com

Back story
Released last year on Dreamcast and PC, *Fur Fighters* arrives on PS2 with a cel-shaded visual makeover, an extra level and some new multiplayer 'Fluffmatch' arenas. A great action/adventure with equal parts shooting, platforming, puzzling and humour, it's your task to rescue kidnapped babies and foil the plans of the fiendish General Viggo.

If you were to be reincarnated as an animal, the penguin is probably one of the least desirable options. Shuffling around in the freezing cold, sitting on an egg for six months trying to hatch the sodding thing while your missus clears off with another fella, then going for a dip in the arctic waters to take your mind off life's troubles only to be eaten by a bloody great killer whale. No thanks Mr God, you can keep your penguin existence, we'd much rather come back as a cheeky monkey larking about in the trees. Or a sloth, sleeping in the trees. Or even as an actual tree with Jennifer Lopez sitting on one of the branches having forgotten to wear any... *[Hart. Cold shower. Now – Ed].*

What this has to do with *Fur Fighters* is anybody's guess, apart from the fact that you get to play as a penguin. But not some unfortunate, put-upon penguin, dealt a rubbish hand in creation's existential poker game. He's called Rico, he lives on a lovely, sunny island and he carries a massive pair of Uzis. In short, Rico is one penguin we wouldn't mind being for an afternoon (but only if that tree option is out of the question).

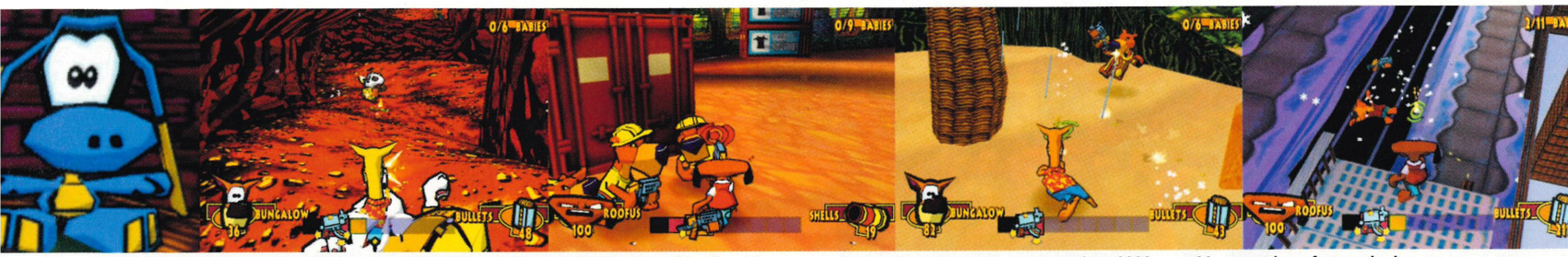
Joining Rico on his idyllic island base are Roofus the valiant Scottie dog, Juliette the cutie cat, Bungalow the daft kangaroo, Chang the diminutive firefox and Tweek the fledgling dragon. Collectively they're the crime-fighting heroes, the *Fur Fighters* of the title, and they all live together contentedly with their fluffy little babies in some kind of idyllic bestial hippy commune.

FELINE GROOVY

Of course, it wouldn't be much of a game if someone didn't come along to disrupt this animal magic and that task falls to General Viggo – a feline criminal mastermind who (as the cat equivalent of James Bond's arch-enemy Blofeld) sits at his desk plotting world domination and stroking his pet, a tiny bald human wearing a suit and monocle. To distract the Fighters while he gets ⊡

//Evil Viggo genetically modifies the hidden babies' parents into monstrous end-of-world bosses//

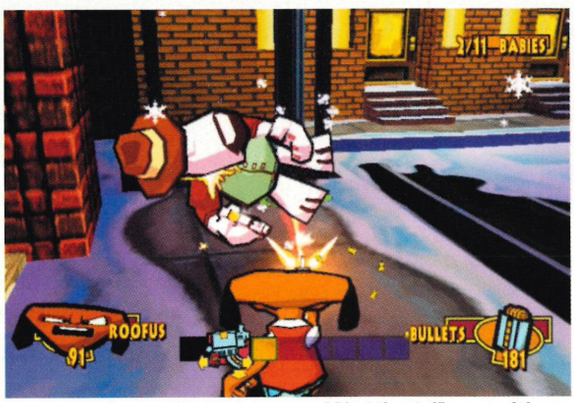
Lentil eaters fear ye not, for it be fluff rather than gore that oozes out of culled critters here.



(Left) Rescue thembabies! (Above) Bungalow and Roofus encounter some unfriendly natives.

Shooting on the move or from hidden positions are the safest methods.

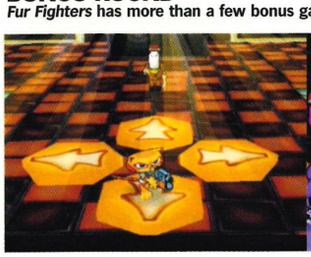
If you stop and admire the peacock's pretty feathers, you're liable to get a heat-seeking missile stuffed where the sun don't shine.



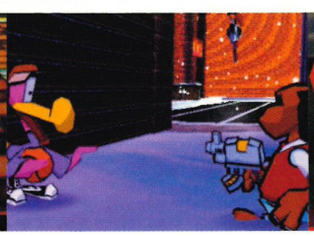
You can sneak up on big dumb bears and blast the stuffing out of them from close range. Don't try it with the more intelligent critters, mind.

BONUS ROUND

Fur Fighters **has more than a few bonus games. Here are just a few of our favourites...**



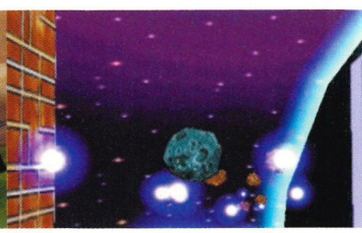
1. Disco Dancing
Put on your boogie shoes and prepare to give it some serious *Saturday Night Fever*. On the first level of the first world, New Quack City, you have to copy the dirty dancing moves of your training instructor Sergeant Stenhauser (a gazelle, in case you were wondering) to win some tasty prizes. It's simple *Simon Says* stuff, just press the correct buttons in the correct sequence to become the Dancing Queen. What do you mean cats can't dance? We've all seen that Bacardi advert.



2. Shooting Hoops
In Lower East Quack, the second level of New Quack City, you have to find a dime to pay for a taxi ride across town. Wander into the right alleyway and a shifty flamingo will approach you and offer to pay a dime if you can hit three baskets in six shots. It's fairly tricky to judge the power, but any self-respecting Fur Fighter should be well equipped to deal with furballs. Plus, how many times do you get approached by flamingos in the course of a videogame these days?

3. Arm Wrestling
We're by no means certain, but we reckon *Fur Fighters* is the only game ever to feature a bonus game where you have to arm wrestle a Trade Unionist beaver to win a Union pass. You'll encounter the buck-toothed innuendo magnet on level two of the Beaver Power world, God Machine Valley. Simply bash the ⊗ button like a furry maniac to over-power the beaver and receive the pass which enables access to a previously locked-off area. *Track And Field* was never like this.

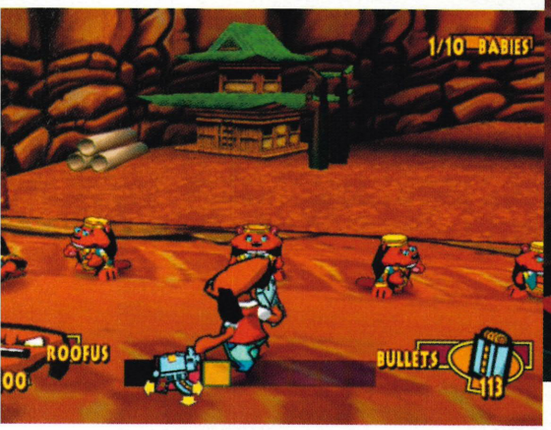
4. Baby On Board
On the Cape Canardo world your first task is find the control room and chat to a scientific boffin. The egghead informs you of a poor baby dragon trapped aboard a test plane which is out of control in mid-air! Fortunately, you can guide the wee blighter back down to earth remote control-stylee. Lower the altitude, taking care to avoid any buildings, reduce speed as you approach the runway, then bring the plane down slowly and safely to rescue the baby.

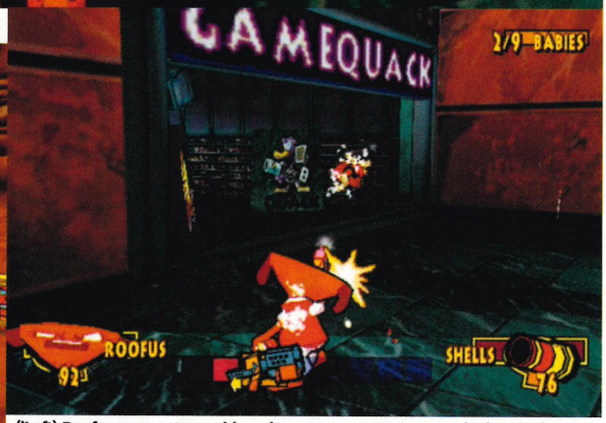


5. Meteor Shower
On level three of Cape Canardo, Space Station Meer, a perilous meteor shower rains down on the Station. When the meerkat guard wanders off and leaves his defence post (they're notoriously unreliable creatures) quickly go through the hatch and use the laser cannons to blast all those incoming rocks until the coast is clear. It's a little bit reminiscent of the venerable arcade classic *Asteroids* but without the prehistoric vector graphics and uncontrollable spaceship.

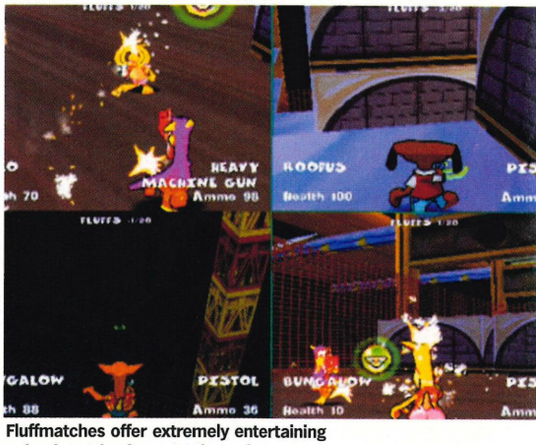
Chang, the Fighters' resident military strategist, resorts to a basic 'kill 'em all!' style of warfare.

Find this weapons shop in Lower East Quack and you're given one minute to leg it around the aisles collecting as much artillery as you can carry.





(lLeft) Roofus encounters a hippy beaver movement campaigning against environmentally unfriendly digging. Really. (Above) "Copy of *OPS2*, please."



Fluffmatches offer extremely entertaining animal murder for up to four of you.

on with another dastardly, megalomanical plan, Viggo kidnaps their babies and hides them around six massive game worlds. And, to add insult to injury, he also genetically modifies their parents into monstrous end-of-world bosses. Less cat, more complete pain in the arse then.

In the guise of the furriest bunch of warriors in toon town, it's your task to rescue all the cutesome babies and defeat the bosses to return them back to their normal states. This is much easier said than done because although on the surface *Fur Fighters* may look as harmless as a wet-nosed little puppy, once you start playing you'll soon realise this game is more vicious than a neutered Rottweiler with its paw stuck up a burglar's chuff.

The adventure begins in the Fur Fighters' village which acts as a training level to familiarise you with the control system and the six playable characters, who each have idiosyncratic abilities. Hound dog Roofus can dig through mounds of earth to reach new areas; stretches of water require the underwater swimming talents of Rico the penguin; paw prints on platforms suggest Juliette's catty climbing ability will come in handy; Chang's small firefox stature enables access to hidden gaps; Tweek the day-old dragon hasn't yet learned to fly but he can use his young wings to glide across gaps; while Bungalow, being a kangaroo, can leap much higher than the others.

The reason for this menagerie of animals is twofold. First off, the levels have been craftily designed to employ the skills of every Fighter, an extremely good thing, as it means you get to spend equal time playing with each of them. Secondly, and more importantly, the kidnapped babies are responsible wee chappies and will only allow themselves to be rescued by their own specific parent. The Fur Fighters Teleportation Device helps you choose the right character at the right time. For instance, once Angus the puppy dog is located there'll be a warp point nearby allowing you to change into the pup's daddy, Roofus, and retrieve the poor mite.

//Boasts an extreme difficulty level guaranteed to shock anyone who thinks this is just for the kids//

THE THREE DEGREES

Once you've taken all that on board and practised in the Undermill training area, it's time to embark on the adventure proper. Set across six worlds each with numerous levels and a boss battle, *Fur Fighters* can be summed up with the three Ds – Deep, Deadly and Diverse. Deep because it's an absolutely enormous title with enough gameplay to keep you occupied for weeks on end. Deadly thanks to an extreme difficulty level guaranteed to shock anyone who takes a look at the screenshots and thinks this is a game for, y'know, kids. While the Diversity applies both to the incredible visual variety of the levels and the mind-boggling range of tasks required to travel through them.

In the main you'll be tooled-up with weaponry like a furry John Rambo, strafing to avoid incoming gunfire and blasting the fluff out of General Viggo's private army. But, as a true adventure, the gameplay is also chock-a-block with bonus games, platform antics and some seriously brain-taxing puzzles to solve in order to rescue certain babies.

From the very beginning the trusty old trigger finger is put to the test when you're cornered by a pack of gun-wielding bears, and the combat gradually become more and more hazardous as you progress. Later levels have gangs of snapping crocodiles trying to take a bite out of your furry hide, tiny peacocks armed with humungous bazookas, flying cattle with flame-throwers (which is a bit of a reverse of current times) and a veritable bestiary of other creatures all armed to the fangs with bullet-pumping widowmakers.

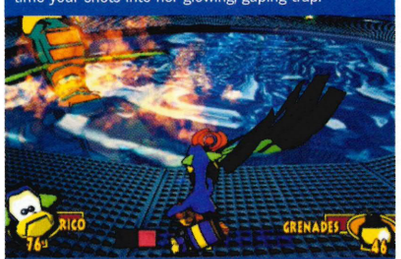
To hold your own in this wildlife warfare, an arsenal of Uzis, shotguns, grenades, rocket launchers and laser blasters are all at the Fighters' disposal. Gunfights are usually manic affairs, enemies displaying impressive AI by hunting in packs or scarpering if they're alone and outgunned, so if you're aiming to get beyond the first level of this fursome beast, a considerable talent in military strategy is required.

Rescuing babies is no easy task either; inevitably involving a sustained period of platform

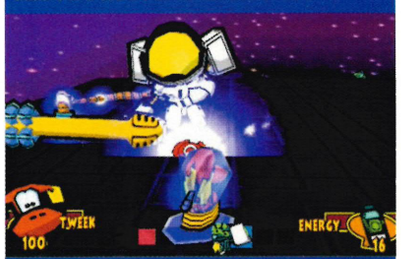
WHO'S THE BOSS?

And what a witty kitty General Viggo is. Not content with kidnapping a bunch of babies, the felonious feline also turns their parents and siblings into monstrous end of world bosses. They're all tricky encounters but once you've beaten these boss relatives, they eventually revert to their normal cuddly selves.

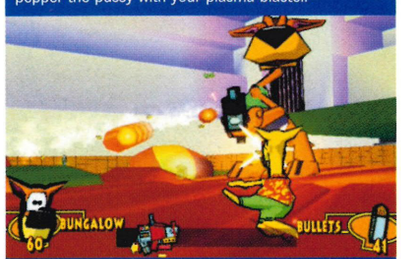
World One: Saving Gwynth
Tweek's mum is now a huge, armoured, fire-breathing dragon. She's only vulnerable when a yellow light shines from her gob, so avoid her unfriendly fire and time your shots into her glowing, gaping trap.



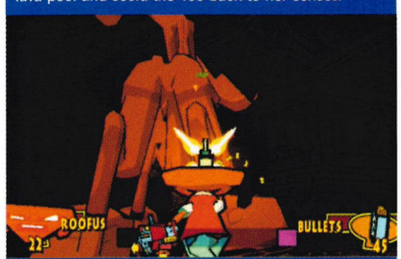
World Two: Saving Juanita
Rico's wife has been transformed into a nasty big bird, swiping with her tail, firing blasts from her beak and accompanied by flying piranha gangs. Avoid these attacks and use the bomb launcher on her.



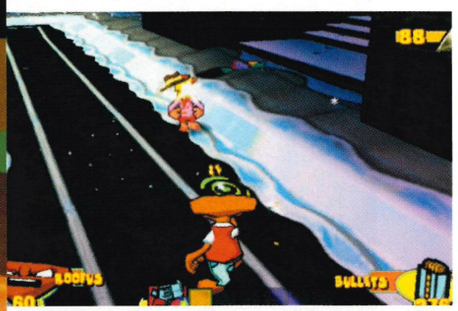
World Three: Saving Claude
A fairly easy battle, Juliette's brother is a space cat with a bad attitude. Dodge his bomb attacks and pepper the pussy with your plasma blaster.



World Four: Saving Esmeralda
Bungalow's missus is kangarooing about on a series of floating platforms. Shoot the valves that control the platforms to dip them into the conveniently placed lava pool and scold the 'roo back to her senses.



World Five: Saving Winnie and Mai
Roofus and Chang's other halves are a terrible twosome, Winnie with her noxious doggy breath and Mai's fiery firefox eyes. A VERY tough battle involving plenty of dodging, shooting and switching between your two heroes will result in their eventual freedom.

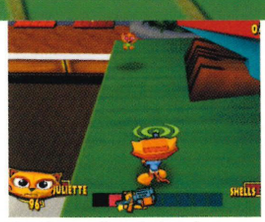


(Left) Juliette discovers the power of the beaver while Roofus raises merry hell in New Quack City (above).

Cape Canardo: like *2001: A Space Odyssey* (but without the crazy space foetus).

Juliette's climbing talents are required to scale an over-sized model of General Viggo and rescue one of her cute kitten kids.

This bathroom is brimming with vicious toilet ducks each armed with rocket launchers.



Another wall scaled and another kitten rescued. Rolf Harris never has this kind of hassle.

jumping or puzzle deciphering. Puzzles are often so clever you'll be left with a dopey smile on your face once you've managed to solve them. A favourite example of cryptic ingenuity occurs in the World Quack Centre level. Clive the baby kangaroo is trapped on an opposite tower block so, as Bungalow, you have to push a box onto the roof and open it to inflate a huge gorilla balloon. In a spot-on *King Kong* skit, the circling planes attack the stupendous simian and crash into a radio antenna which bridges the gap between buildings, all this unnecessary bally-hoo finally enabling you to hop across and rescue Clive.

HIT ME BABY (ONE MORE TIME)

Pop culture references don't just stop with *King Kong*. From the cinema showing *The Thin Red Lion*, to the games shop advertising *Metropolis Sheep Racer*, the visuals are packed with tongue-in-cheek gags. And, overall, *Fur Fighters* plays like an extended James Bond parody starring wildlife: not least in Viggo's destined-to-fail masterplan involving a secret island base, aircraft carrier and submarine and echoing every high tech balls-up Blofeld has failed miserably to kill Mr Bond with.

So, as with last issue's superb *MDK2 Armageddon*, *Fur Fighters* is an incredibly varied action/adventure, boasting shoot-'em-up, platform and puzzle elements, bonus games and a generous streak of humour. Where *Fur Fighters* comes out on top is with its gorgeous, cel-shaded cartoon graphics (where the Fighters looked too cute on the Dreamcast, they look both cool and attitude-dripping here), plus the added advantage of a Multiplayer mode. Dig out that Multitap and four of you can take part in a quality deathmatch (or Fluffmatch as it's called here). With 13 levels available for multiplayer murdering mayhem it's far more than just a token addition.

The only complaints we can even begin to muster about *Fur Fighters* are its troublesome camera that often has to be manually tweaked (especially for the platforming bits) and the annoyance of having to wander around and backtrack your position – a trait which applies to almost every adventure game ever made.

But apart from these minor faults, *Fur Fighters* is a cracking game that's right up there with *MDK2*. *Fur Fighters* looks way better, but which one you buy is down to whether you prefer cute-but-deadly animated fluff-'em-ups to daft-but-dangerous sci-fi adventuring. The choice is yours. ☐ **Lee Hart**

FUR FIGHTERS

Why we'd buy it	**Why we'd leave it**	**Cute fluffy creatures armed with shotguns blasting the stuffing out of each other. It's no longer an insane dream, it's an entertaining reality.**
- A massive, action-packed game - Hilarious multiplayer Fluffmatches - By no means a kids game	- Camera requires regular adjustment - Occasional aimless wandering around - No playable monkeys	

Graphics	Vibrant, imaginative levels, great characters	08
Sound	Superb incidental music and voice-acting	08
Gameplay	A varied and challenging adventure	08
Life span	Loads to do and difficult to do it	08

08

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

Riley and team-mate Grigman enjoy a brief exchange about debrief, strategy and the sodding weather.

EXTERMINATION

The first real rumblings of 'emotional' gaming or survival-horror-come-lately?

Publisher: SCEE
Developer: Deep Space
Price: £39.99
Players: 1
Out: 8 June
Web site: www.scei.co.jp/sd2/extermination/

Back story
Sony hired original *Resident Evil* Exec Producer Tokuro Fujiwara to head up the design team on this in-house stab at upgrading the *Resi/Dino Crisis* formula. Due to the hike in pace and action, the marketing spooks at SCEI labelled *Extermination* as a 'panic action' title.

With zombie-junkies still pining for PS2 *Resident Evil*, Sony have obliged with a perfectly workable stopgap. Despite the tune-ups in slickness, size, loading times and graphics, *Extermination* owes as much to the *Resident Evil* model as, say, *Silent Hill* or *Dino Crisis*. But it also manages to work enough original detail into the game's look and feel to justify that snappy 'panic-action' pigeonhole.

You play a standard-issue Special Forces meathead (one Dennis Riley) sent to investigate the lack of contact with a secret US military base in the South Pole. Riley is separated from mission buddy Grigman following an emergency landing in a howling blizzard. Outside the base, it's cold, isolated and quiet. Yep. Too quiet. First job: get inside. Second job: investigate the nature of those disembowelled corpses littering the corridors.

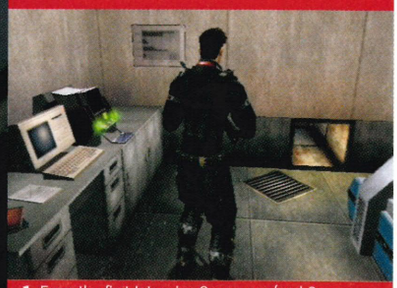
Over such a derivative backdrop, Deep Space has wisely focused on perfecting the control system. The precisely honed analogue approach has banished that mummified trot and painstaking rotation that's been a recurring bugbear with the *Resi* titles. Riley can creep, plod, canter and sprint (there's even realistic physics for sudden changes of direction). The sweetly responsive action button will, depending on the situation, induce a leap over a gap, a ladder-climb/descend, a monkey bar-style swing. No more of that shuffling backwards and forwards, trying to find the exact space to push those stepladders over to the bookcase or push a block across a room.

//*Extermination* should serve as a beacon for future designers of games of this type//

Missions are mostly episodic, and, more or less, a case of finding a route from Point A to Point B. But as the story progresses, the route gets more complicated, with some increasingly lethal obstacles and refreshingly logical puzzles (no messing about with trial and error tile diagrams or counterbalancing statues here). The monsters are

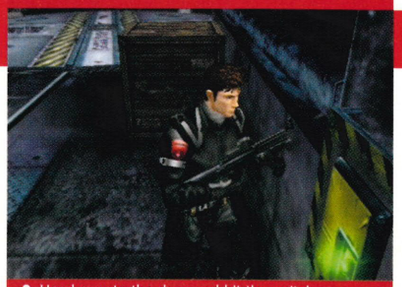
PLAYING CHICKEN

Riley's first task is mostly obvious, but also potentially deadly when messed up.

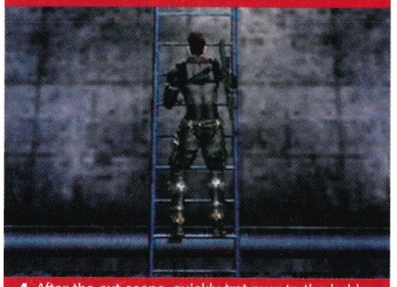


1. From the first Intensive Care room (and Save Point) ignore the doors and crawl through the small tunnel at the foot of the wall. It's worth it.

2. Press the switch to rotate the train track around to create a direct route to the big warehouse door.

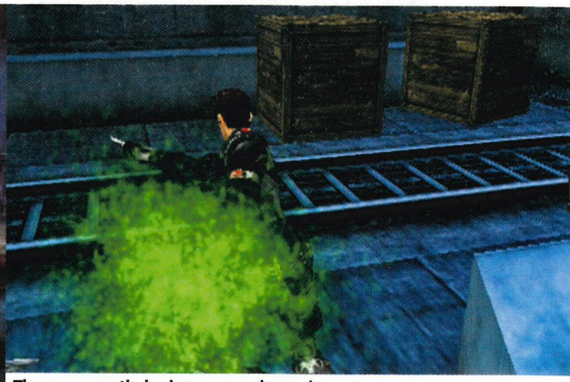


3. Head over to the door and hit the switch.



4. After the cut-scene, quickly trot over to the ladder and climb away from the train. If you're too slow, just try to pin yourself against the door to minimise damage to yourself.

Hmm. What's in that big white fridge? Forget it for now. Shoot, eat. In that order.

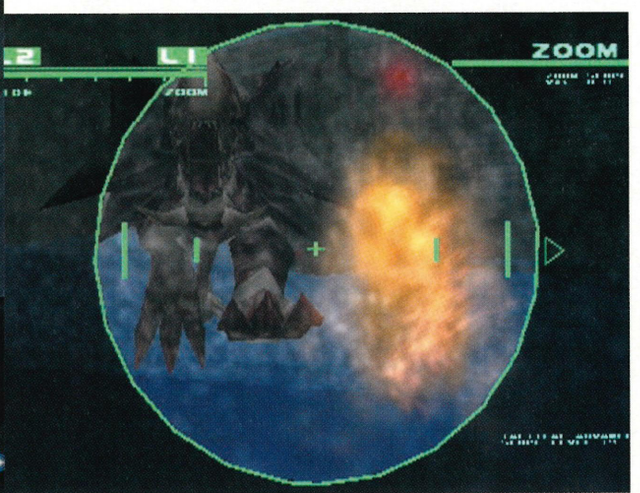


The more exotic bad guys are always keen to pump their toxic goo into Riley's knackered limbs.

Quick Ways To Die #1 – Take a shower under a refreshing cascade of electrical wee.

The game's real masterstroke is the one page inventory/ health/weapon system.

Snow jacket required. Riley braves the blizzard to slap down the first mini-boss – a pretty mutant.



Keep your distance from gigantic, marauding beasts by using your weapon's zoom function.

ugly and hard to kill, but Mr Riley is equipped with a fine, extremely hard-looking machine gun which, in another design innovation, is gradually beefed up with tasty upgrades as the game unfolds (say goodnight to that tiresome juggling of inventory crates). Of course, pedants may wonder why elite Special Forces marines would go into a potentially dangerous mission with such a threadbare initial weapon, in the vain hope that some kind soul might have left upgrades lying around the place.

Aside from tooling-up on grenade-lobbers and napalm-spewers, Riley can use his weapon as a torch, an aiming sight, and, in First-person mode, an infrared scope. Early on, you'll run into a door with a gleaming lock clamped to it. Can you guess what you're going to have to do now? Yup, welcome to the first key-hunt. Refreshingly, most seemingly impassable areas and obstructions can also be opened up with a little well-targeted force.

MASSIVE PEST CONTROL

There's very little that's new in *Extermination*, but it has to be commended for taking a tentative step forward in such a stale genre. All of the survival-horror elements are firmly in place: the oppressive atmosphere; the story slowly revealed by little notes left in obvious places; the dreadful voice acting and script ("You don't know what you're dealing with here!") And, as is always the case in ResiLand, if you accidentally fail to trigger a crucial cut-scene, then the game is cast into a horrible limbo until you finally find the right place to stand. There's even a bit where a female ally turns up halfway through and, since Riley is, like, a man, the background music comes over all ethereal and lilting. Clearly the damsel-in-distress story line never goes out of fashion.

But, by recognising and addressing the key genre flaws, Deep Space has come up with a game that, although not essential in itself, deserves to serve as a beacon for future designers. The interface is superb, with a wonderfully designed, one-stop pause menu which lends itself to effortless tinkering with items, healing and story recaps. This single, customisable weapon should, by law, be the standard for all adventure-oriented sneaky/shooty games. Most of the electronic devices run off a single, rechargeable battery pack, which makes for a good balance between unearthing key-cards/access codes and just chopping or blasting your way through. The Save Game system is generous, but demands a reasonable degree of foresight. Best of all, loading times are minuscule, with basic room-to-room movements pretty much instantaneous.

We're still some way off the pre-PS2 hype about games offering genuinely immersive, emotional experiences. But, if you're going to go for the cinematic jugular by sticking to horror movie tricks (ominous music, distant screams, jump scenes) then it can't hurt to boost the suspension of disbelief with a smooth interface and control system that almost makes you forget that you're playing a game at all. *Metal Gear Solid 2* may have the sophistication, with *TimeSplitters* cornering the no-brainer market, but until Capcom coughs up its PS2 survival horror efforts, *Extermination* has the scares. ☐ **Andy Lowe**

EXTERMINATION

Why we'd buy it:	Why we'd leave it:	*Resi* fans will adore it. Nothing spectacular, but crawling with subtle design innovations which need to be noticed. Evolution not revolution, then.
- It's *Resident Evil*, only less clumsy - The weapons are great - The monsters are scary	- Maybe a bit daunting for *Resi* virgins - The combat can be too weighted in 'their' favour - We want to wait for the next *Resident Evil*	

Graphics	Slick models, grungey textures, slinky lighting	08
Sound	Much squelching and belching and grunting A	07
Gameplay	A lot of full-on blasting	07
Life span	Big and complex, but never needlessly illogical	08

07

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

SHAMING NAMING

***Extermination*'s hero is elite Special Forces hardass Dennis Riley. Hang on, wasn't he your old geography teacher? Here are some other examples of shabbily monickered gaming protagonists.**

GABRIEL LOGAN
***Syphon Filter* 1 and 2 (PSone)**
One of the hardest men in gaming, cursed with the same name as the banjo-strumming toad off of kids classic, *Bagpuss*.

RICHARD MILLER
***Time Crisis* (PSone)**
Sort of pre-transformation superhero (Peter Parker-style). Or maybe the man who runs the Tai Chi class at the local church.

LIEUTENANT VAUGHAN
***C-12* (PSone)**
Francis. Winterbottom. Bleasdale. Something. Anything. Vaughan alone? It just... dangles. Also has unfortunate air of Perry Como-like armchair Christmas crooner.

BRYAN FURY
***Tekken Tag Tournament* (PS2)**
Spelling Brian with a 'Y' doesn't make you hard. It is also, as we know, the real name of tawdry old goth Marilyn Manson.

CHRIS REDFIELD
***Resident Evil* games (PSone)**
Unflappable, zombie-mashing supercop. Or diffident coffee-breathed driving instructor?

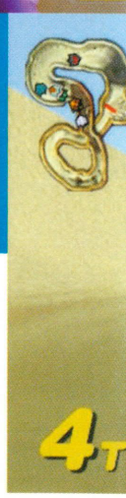
Little guy, big head... but Darth Maul can still cause plenty, plenty trouble.

The underwater Gungan course is a soggy challenge.

Beware heinous Jawa attacks during the podrace.

STAR WARS: SUPER BOMBAD RACING

A long time ago in a galaxy far, far away, diddy *Star Wars* characters had some hovercar races.



Publisher: Activision
Developer: Lucas Learning
Price: £39.99
Players: 1-4
Out: Now
Web site: wwwsuperbombadracing.com

Back story
Developed by Lucas Learning rather than LucasArts, *Super Bombad Racing* is a *Star Wars* game aimed at the younger end of the market. *Super Bombad Racing* is essentially *Star Wars* meets *Mario Kart* as cute versions of Darth Maul, Yoda and the rest speed around locations from the *Star Wars* universe in their hovercars. Did someone mention the word sacrilege? yes.

Darth Maul is no longer a fearsome Jedi, consumed by the Dark Side, lethal in combat, striking terror into enemies with his stripey face and double lightsabre. No sir, now he's a midget with an oversized head mucking about in a hovercar and shaking his mini fists at careless drivers. Next, look out for Arnie's Terminator shooting bubbles with his Uzi 9mm in *Bust-A-Move: I'll Be Back*, and an *Alien* facehugger as the friendly assistant in the new *Crash Bandicoot* platform romp, attached to the marsupial's forehead to keep the sun out of his eyes. It's all too plausible.

The reason for Darth Maul's humiliating descent into infant-friendly cuddliness is *Super Bombad Racing* which takes the tried and trusted *Mario Kart* formula and plonks it slap bang in the *Star Wars* universe. In other words, you get familiar faces (Anakin, Obi-Wan, Yoda) racing around familiar locations (Naboo, Mos Espa, Coruscant) and using various power-ups to help them cross the finish line first.

While this may seem promising as a concept, *Mario Kart* being one of the best games ever and *Star Wars* being a fairly popular film franchise, the end result is predictably disappointing. Over the last year we've seen *South Park*, Looney Tunes and Disney games all thieving *Mario Kart's* basic gameplay but failing miserably to capture the magical essence of Nintendo's classic. And *Super Bombad Racing* is just another addition to this ever expanding list of pale imitations.

The gameplay will be instantly familiar to anyone who has ever played a comedy karting game. It's fast, it's furious and the crafty use of weapons and speed boosts is just as important as racing ability. The course designs are fairly impressive with numerous alternate routes and shortcuts providing a welcome tactical edge to the races. A standout track is the Imperial city of Coruscant. Built on several levels with sharp inclines, thrilling downhills and gaps between building, the jump move is absolutely vital here if you want to avoid plunging to your doom.

Unfortunately, while skill may be involved in negotiating the tracks and selecting preferred routes, whether you end up finishing first or eighth is rather more down to luck than judgement. Say, for instance, you race around the Naboo Swamp, speed into pole position and stay there all the way for a comfortable victory. Race the same track again and you might just as easily finish a lowly sixth, through no fault of your own but merely because some random factor decided to throw every single weapon at your vehicle and have the opposition use you as a battering ram.

//The ruthless Dark Lord of the Sith as a cute kart racer? Hang your heads in shame//

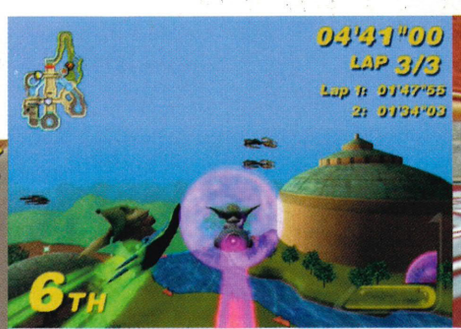
Admittedly, this unpredictably is a big part of the charm of kart racers but where *Mario Kart* achieved the perfect balance between fun and frustration, *Super Bombad Racing* gets it all wrong. When a computer racer smacks into your vehicle its big spin, big slowdown time while the aggressor speeds off into the distance. Attempt a bit of revenge by doing the same to them and guess what happens? That's right, you're sent into a spin and the opponent carries on as if nothing has happened. Considering that tussles between vehicles is the main appeal of karting games, the fact that *Super Bombad Racing* weighs the balance firmly in favour of CPU drivers renders the single-player game virtually redundant.

Sure, the game's easy enough and with a bit of perseverance you can win a track regardless of how much punishment you take. But where's the fun in being a moving target unable to inflict anywhere near as much violence as you have to put up with? There ain't much, that's for certain.

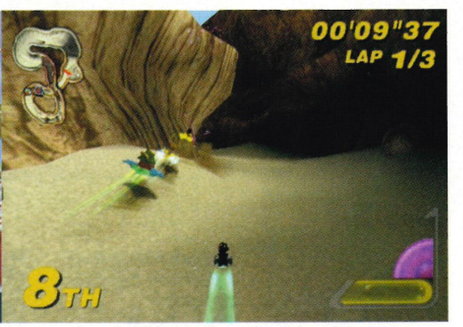
Thankfully, the multiplayer options are a different story altogether. As with any kart game worth its salt, *Super Bombad* is a much more attractive proposition when you get a few mates involved. Up to four of you can take part (with the help of a Multitap) and on an even playing field

"Maul will have his revenge for the stupid head you mock him with."

As in *The Phantom Menace*, fat boy Jabba hangs around the podrace course.



Visually the game is impressive, making good use of its famous environments.



Ever get that shrinking feeling? That'll be a power-up...

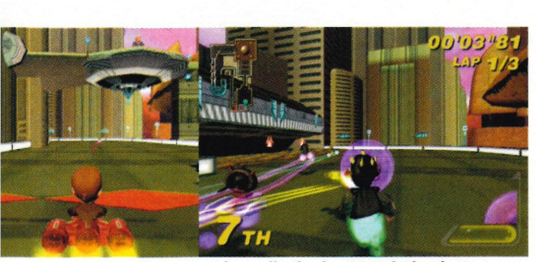
"Ah, explosion it is. Hmm, Obi-Wan, strong must be the Force in your pikey mullet..."

DEATH STARS

Had enough of racing? Then dish out some death.

The Arena mode allows up to four players to turn to the Dark Side and inflict a bit of the old ultraviolence on each other. Using the power-ups scattered around the environments, it's a case of blasting everyone that isn't you and last man standing is the winner.

There are four arenas to choose from – including the Great Pit Of Carkoon with its Sarlacc Pit ready to digest you – and they're so big that single-player battles can be a touch dull with enemy sightings few and far between and a lack of pick-ups. However, multiplayer deathmatches are just the job thanks to the constant, vindictive threat from so-called friends.



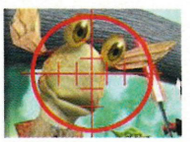
Coruscant is easily the best track thanks to a superb blend of speedy downhills and jumps.

with no computer favouritism and a healthy dose of despicable human deviousness, the game bursts into a semblance of life. There is a disappointing drop in frame rate with four players on screen, but the ultra-competitive nature of the races, and the sheer comedy value of stopping the leader with a homing missile as they're about to cross the finish line, more than makes up for this. There's also a half-decent Deathmatch mode providing even more multiplayer mayhem (see Death Stars on the left for the lowdown).

Despite the appeal of its multiplayer modes, it's hard to see where *Super Bombad Racing* is going to find an audience. Hardcore *Star Wars* fans are unlikely to be amused by super-deformed caricatures of their heroes – the worst offender undoubtedly being the unlockable Mr Darth Vader. The ruthless Dark Lord of the Sith as a cute kart racer? Hang your heads in shame Lucas Learning (as well as for the laughably inappropriate samba remix of John Williams' legendary theme). Karting fans will soon rumble the game as a wholly derivative *Mario Kart* clone that brings nothing new to the sub-genre and stands accused of the criminal act of unfairness in single-player races. Mouldy old Yoda summed it up best with: "Hmm, average game this is." ☐ **Lee Hart**

USE THE FARCE

With *Super Bombad Racing* taking the *Mario Kart* formula into the *Star Wars* universe and the execrable *Star Wars: Demolition* doing the same for *Vigilante 8*, here are a few more ideas for dubious *Star Wars*/videogame cash-ins. Oh, and keep your mitts off – these babies are copyrighted.



STAR WARS: SILENT SCOPE
Pitch: Across ten gripping levels set around *Star Wars* environments you must use your sniper rifle to shoot Jar Jar Binks repeatedly in the face... and that's it.
Prospects: Potentially the most popular videogame of all time.

STAR WARS: TETRIS
Pitch: Use the Force to position plot elements from *The Phantom Menace* into an organised pattern so that all the banal dialogue, irritating characters and racial stereotypes eventually disappear.
Prospects: Slim, the goal is virtually impossible.

STAR WARS: FANTAVISION
Pitch: *Fantavision*'s basic gameplay transposed to the triumphant fireworks display at the end of *Return Of The Jedi*. Try and direct the rockets onto the furry heads of the Ewoks and set the irritating dancing teddy bears ablaze.
Prospects: Cancelled at the planning stage due to RSPCA concerns.

STAR WARS: WHO WANTS TO BE A MILLIONAIRE?
Pitch: Answer questions based around *Star Wars* mythology. If you win the magic million you can pay Boba Fett to bounty hunt the gurning gibbon Chris Tarrant and bust a cap in his ass.
Prospects: Excellent, this game is currently in development.

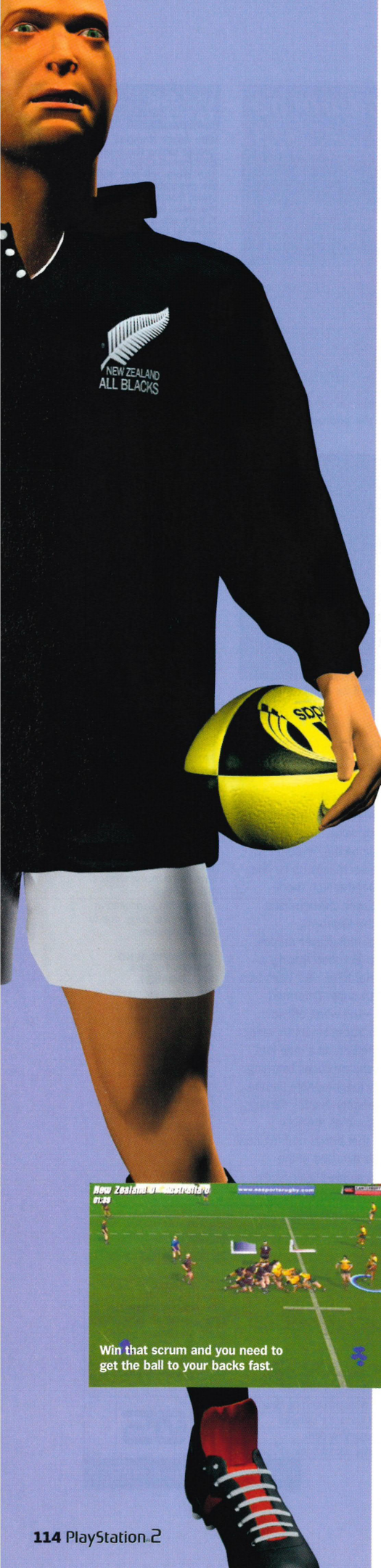
STAR WARS: BOMBAD RACING

Why we'd buy it:	Why we'd leave it:	Fun, until you realise the CPU opposition has an unfair advantage, while derivative gameplay doesn't help either. The Force is weak in this one.
- Loads of multiplayer options - Excellent track designs - Extremely fast - A great range of power-ups	- Unfair, unbalanced single-player game - Way too easy for experienced gamers - Cute and cuddly Darth characters? Give over	

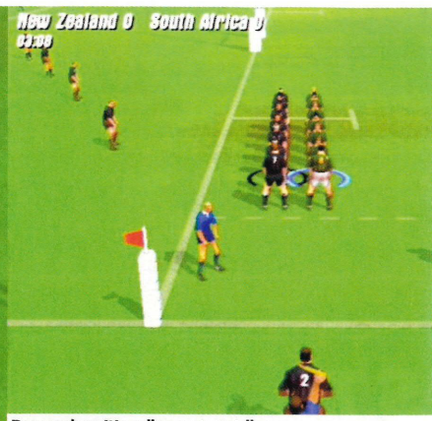
Graphics	Polished, but *Star Wars* shouldn't be cute	06
Sound	Saccharine theme and voice samples	04
Gameplay	Fast and fun, but utterly random	06
Life span	Short on replay value except in multiplayer	05

05

PlayStation 2 VERDICT



Winning rucks and scrums is a thumb killing test of stamina.



Remember. It's a line-out, not line dancing. Occasional formations look unwittingly country...

RUGBY

A first chance for PS2 owners to go in pursuit of the egg.

Publisher: EA Sports
Developer: Creative Assembly
Price: £39.99
Players: 1-4
Out: Now
Web site: www.easports.com

Back story
Developer Creative Assembly has already tried its hand at one rugby title, *Rugby 2001*, a decent, if underwhelming, PC game released earlier this year. At least on PS2 they can sleep safe in the knowledge that, unlike the PC, there's absolutely no competition.

Rugby has long failed to capture the imagination of game developers. The reason for this is unclear. Is it because it isn't deemed a sport of 'the people' like football or because rugby lacks the quick fix excitement of extreme sports like snow or skateboarding? It might even have something to do with the lack of interesting celebrities associated with the sport with which to establish a franchise.

Indeed, if you take Codemasters' excellent PSone game, *Jonah Lomu Rugby*, out of the equation, it's almost impossible to recall another example of 'rugger' beyond the dim, distant and creaky *World Class Rugby* on the Spectrum. Consequently, the debut of *Rugby* – simply named, presumably because EA see it as yet another yearly franchise – is really quite timely.

Despite coming from an external developer, *Rugby* sticks closely to the blueprint laid down by every other offering from the EA Sports stable. A snazzy front-end clicks its way from menu to menu, while in terms of the functions they serve, it's business as usual. Quick Start provides easy access to the meat of the game and while the dual competitions of the Six Nations and World Cup require more preparation, it's still kept to an absolute minimum. Multiplayer mode acts as an alternative to games against the computer which can be difficult and initially unrewarding affairs. Lastly, there's an Options menu, which includes a moves list detailing the Dual Shock 2 control combinations from simple tackles and passes to more advanced combinations.

In total there are 33 moves which are worth learning if you are to enjoy the matches to their full potential. You can scrape through by just learning how to pass, drop kick and tackle, but unlike *FIFA*, it's impossible to fudge it thanks to the absence of 'sweet spots' and, it has to be said, massively improved AI. Advancing any further than simply linking a succession of six or seven passes together or scoring a solitary try requires committing at least half of the moves to memory.

TRY HARDER

The result of this, early on at least, is that *Rugby* can appear cruel and unenjoyable, with three-quarters of the 20 teams burying you in tries before you've got within sight of the half-time whistle. Line-outs feel like an exercise in giving possession back to your opponent, scrums are impressively lost time and time again, passing is

//Unlike *FIFA* it's impossible to fudge it thanks to the absence of 'sweet spots'//

Win that scrum and you need to get the ball to your backs fast.

Just like school, this is the first thing you practice...

Q&A

CLUB ACT

Producer Derek Proud drops in for a quick pre-match inspection.

The sport of rugby hasn't inspired a great number of videogames in the past. Why do you think this is? And why did you decide to take on the challenge?
Rugby is only a growing, grassroots sport in North America or Japan, so it makes it hard for the people paying for development to justify the cost of a game that misses out on both these huge international markets. We wanted to make this game because we know that we need to support local markets, and this game is very important to our European and Southern Hemisphere territories. Having said that, the USA has taken a keen interest in this product and we are discussing distributing this game into North America.

There seems to be less enforced stoppages than in real rugby. Was this intentional?
We wanted a flowing game that kept the player interested. A lot of the stoppages that real rugby endures are technical issues that are difficult to simulate in a computer game, so rather than confusing the player by stopping the action all the time we've created a more flowing game.

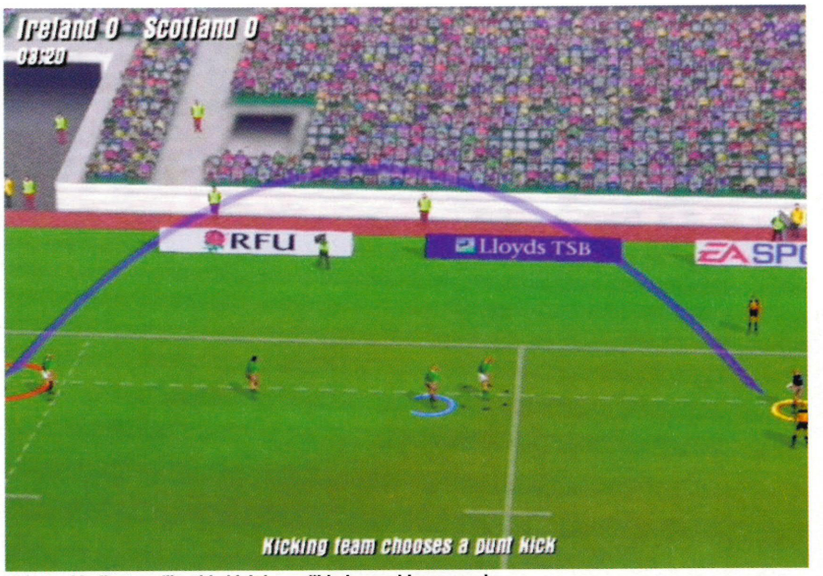
Did you have any worries about the huge list of moves players have had to learn?
We've made sure the manual goes into great detail on this, and included a comprehensive Training mode in the game which steps the player through moves that will allow them to play the game. We hope the combination of these measures will help the learning curve.

Will there be a sequel or update? If so, will you be looking to include club sides?
If we can source the rights to local teams, then we would certainly like to include them in the next version of the product.

constantly intercepted and whenever you're in control of the ball, moves forward always seem to result in a knock on. The effect, not dissimilar to a real-life game, is that play is broken up prematurely and after your sixth successive defeat you'll discover that, surprisingly for an EA Sports game, *Rugby* requires patience and plenty of it.

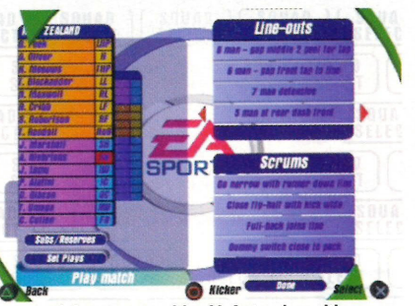
Give it time though and a free-flowing game emerges with interruptions to play become notably fewer, leading to exciting and high scoring matches. The general presentation helps too. Stadia are well drawn and the atmospheric background noise generates real excitement. Notably, *Rugby* defies the 'Rules of Sports Games' by having a fantastic commentary courtesy of emphatic Scot, Bill McClaren. Only his frankly bizarre, "That tackle gave the impression the sky had fallen in," and slightly nonsensical "They're pitting rucks like rutting stags," seem incongruous.

Due to the pass, run, kick and growl nature of rugby, tactics are less pronounced than those in *FIFA*, but Creative Assembly has taken ideas from other EA Sports titles, particularly *Madden* and introduced 'plays' to aid defence and attack. Although the term will be somewhat alien to rugby fans, the ability to organise your forwards and backs depending on your position on the pitch or your opposition adds a degree of depth. This is further simplified via the loading screens where, like *Madden*, new 'plays' are detailed, giving a foot up in line-outs and scrums.



Coloured indicators like this kick bar will help newbies no end.

***Rugby* lets you be as tactical as you want...**



... and there's a wealth of info to play with.

Unfortunately, *Rugby* suffers from one of the traits of other EA Sports games – unresponsive controls. During play, a frustrating *FIFA*-style delay appears between pressing the button and seeing your move on screen giving that annoying feeling that the move wasn't actually performed by you. The way the camera moves is equally appaling, sailing from one end of the pitch to the other in an effort to drift with the attacking side. Not only does this prove to be dizzying, it's game-affecting too, right to the point where you can't remember which goal posts you're running at. Lesser annoyances come in the form of only 20 international sides while the skill differences between them seem nothing short of minuscule. Pitch a lesser team like the US against New Zealand and it's as closely fought as New Zealand against Australia.

The lack of an existing game with which to compare *Rugby* to probably works in the title's favour, as it's the only option for fans to indulge in some console generated rucks and mauls. It will doubtlessly be improved and revamped for next season, but currently stands as a decent, if slightly infuriating replication of one of the most difficult sports to convert to videogame. ☐ **Tim Weaver**

Initial defeats will sting your pride while sharpening your gameplay. Hopefully.

RUGBY

Why we'd buy it:	Why we'd leave it:	More akin to *Madden* than *FIFA* in terms of approach, *Rugby* is, for the most part, a highly successful and immensely enjoyable take on the sport.
- As good a rugby game as you'll ever find - Fast, free-flowing, entertaining - Officially licensed	- Infuriating camera - Distinct lack of teams - No apparent skill levels	

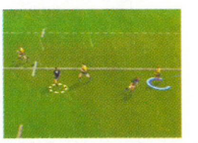
Graphics	Nice stadium detail, fantastic animation	08
Sound	Top commentary and a buzzing atmosphere	08
Gameplay	Smooth and enjoyable, but loads to learn	07
Life span	Not enough teams	06

07

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

HITTING ALL THE RIGHT BUTTONS

Although *Rugby* offers a good deal more depth than previous EA Sports games, it also chips in with its fair share of button bashing (another reason to either love it or loathe it). *OPS2* takes to the pitch, fingers poised to batter ⊗ and ◎...

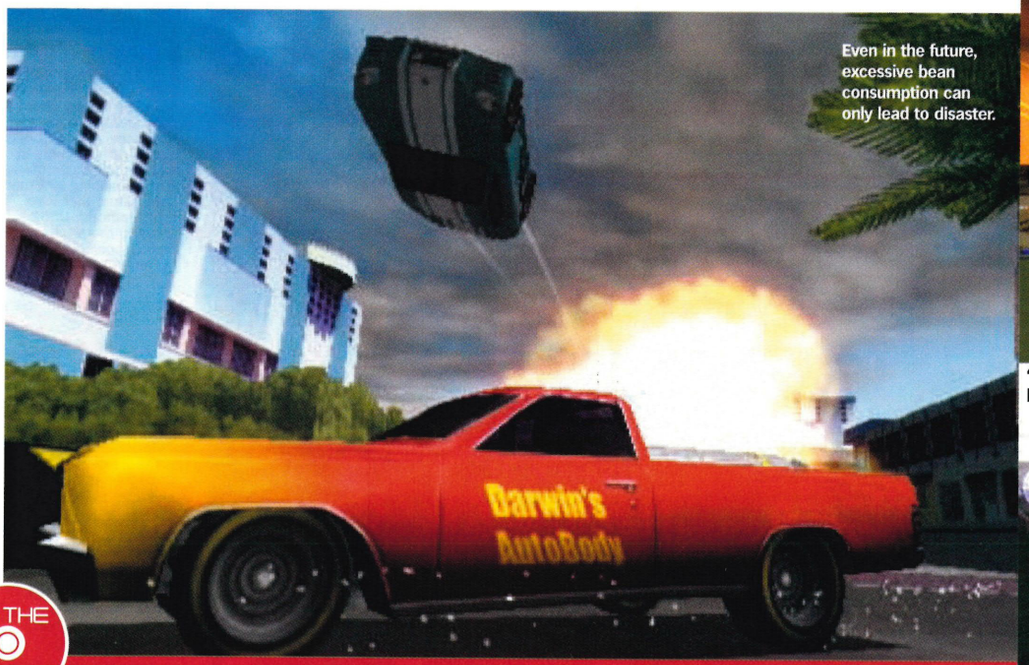


Sprinting
A real old *FIFA* trick, this. Once you get the ball and want to make a dash for it, you need to repeatedly bash ◎ until your finger falls off. The faster you bash, the faster your player will move, the faster you can pelt it past your opponents. Simple.

Scrums
This'll initially seem like a bit of a losing battle as scrums are the PS2's speciality, but if you're about to embark on an eight man brawl, rapidly tap ⊗ early and you can make a head start on the CPU. Scrums also use a power bar to determine the level of 'push.'

Passing
A much more cultured form of button bashing but, due to the rapidity at which you have to use L1 and R1 to move and switch play, still button bashing. The best route to your opponents goal posts is the wings. Once out to the wings, you can use Sprint to take off.

Tackling
This, of course, should be all about timing. And it is. It's all about timing your button bashing. The victim of your finger rage here is ⊗ but you can obliterate opponents with combo tackles too, like the particularly nasty (and neck-breaking) crash tackle.



Even in the future, excessive bean consumption can only lead to disaster.

"Every car in this race is identical. Except the one behind. Which is exactly the same." Murray Walker.

Stick to the racing line in the less stunt heavy tracks to make power-up collection a whole lot easier.

ON THE DVD

RUMBLE RACING

SSX with cars? Well, not quite – but it's pretty damn close...

Publisher: Electronic Arts
Developer: Electronic Arts
Price: £39.99
Players: 1-2
Out: June
Web site: rumbleracing.ea.com

Back story
Nascar is America's number one motorsport and as such has spawned more games on more systems than there are Pokémon. Traditionally, the sim-based *Nascar* games do well in the US but not so well in Europe. In a masterstroke, EA are now applying the Nascar brand to more arcade-flavoured racers – witness *Nascar Rumble* for PSone and the game of this review. Those who prefer the 'simmier' side of things should wait for *Nascar 2001*, coming soon to both PSone and PS2.

A quick history lesson. Nascar is America's number one motorsport. It involves lots of very fast cars turning left for a lot of laps on oval tracks. See the Indy 500? That's Nascar – a tedious parade of speed-over-thrills with all the excitement of watching water dry.

Another history lesson. EA have the official Nascar licence and, true to form, they have lovingly recreated the sport they've paid so much money for, and thus the *Nascar* games for PSone have been some of the dullest of all time. Infused with the soul-sucking brain-pounding boredom of hanging a left for half a century to the barely audible grumbling of captive family spectators, *Nascar* games were the games you'd be forced to play for an eternity in the depths of hell as a million grinning demons with the duplicated face of Anne Robinson repeatedly pricked your tenderised nethers with their flaming razor-sharp pitchforks as her grating catchphrase reverberated through your barbecued charred skeleton like a wine glass in badly placed octaves. That bad.

Rumble Racing started life as a *Nascar* game – and then it was changed. And how. Where could have walked tedium of the highest order now roars a game that is jammed to the molars with improbable ramps, massive courses, groovy shortcuts and competitor artificial intelligence that borders on the psychotic. There's also ambitious, yet bewilderingly original track design – a Roman amphitheatre rubs happy shoulders with the neon dockland wonderland in Car Go – and there's playability afoot that begs further extremes of back-breaking, pit-of-the-stomach-yawning stuntage with an array of power-ups that wouldn't go amiss in *Mario Kart*.

EVERYTHING IN ITS RIGHT PLACE

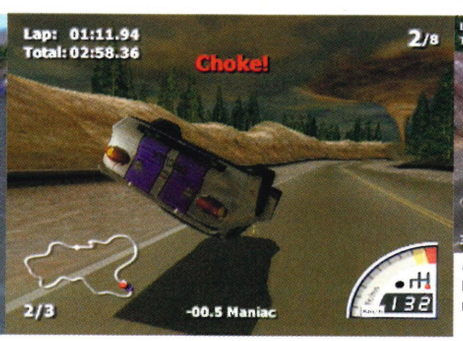
One minute you're trundling along in a scrawly day-glo cartoon paintwork festooned car called something like Widow Maker or Silver Streak, when surprise leaps like gravity off the pavement. What's that in the road? It can't be. It is. It's a bloody great cartoon bomb the size of a beachball with elephantiasis – and it's gonna blow. Suddenly you're soaring bonnet over brakepipes towards the horizon. In the background there's the faintly perceptible nasal whine of an American dude sneering on the soundtrack. Miss your acrobatic flip off the next ramp and 'Denied' rudely flashes up on the screen. Do an absolute blinder and you're treated to 'Ay Carumba!'

//Miss your acrobatic flip from the next ramp and 'Denied' rudely flashes up on-screen//

Like an anti-grav *Wacky Races*, charged to the piston rings with the laugh out loud elements of racers like *Crazy Taxi*, then lightly sprinkled with a fine dusting of *SSX*'s head-over-heels mayhem, *Rumble Racing* pulls out all the arcadey cartoon racing stops far harder than you'd ever expect. The racing perspective uses a low angle to reduce the draw distance and as such completely negates any trace of pop-up, ramping up speed perception, but the seemingly ordinariness of the graphics doesn't even hint at the untold wealth of gameplay riches lurking beneath, like hidden bars of gold shining brightly under dusty wooden floorboards. Yes, Two-player mode totally rocks.

WHAT LIES BENEATH

Turbo boosters are awarded for performing acrobatics while launching yourselves skyward with no thought for human safety using the plentiful rampage or, for an all-round more cinematic result, the voluminously buxom environments. Charging left up a nearby embankment before pulling as many natty death-cheating flips and twists you can (using the left analogue stick and L2 and R2) in



Rumble Racing **has it all – that's if 'all' means destructible scenery, evil power-ups, stomach-jarring drops etc etc...**

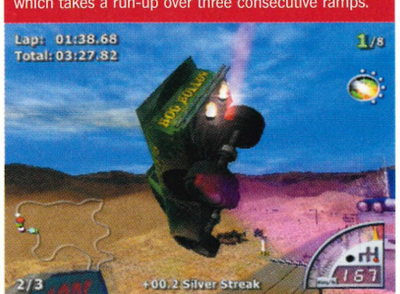
FLYING TONIGHT

Those insane courses in close up...

Flip Out
The easiest track on which to perfect that crucial 'mid-air technique' as it's perforated with half-pipes and riddled with more jumps than the Grand National.

True Grits
The simplest early outdoor track which is heavy on the power-ups but weak on air time. More for racers than flyers. Spot the hurricane power-up in the distance.

Car Go
The crate-packet route takes in the docklands and a partially submerged submarine. There's a fantastic jump-heavy shortcut into a warehouse around here which takes a run-up over three consecutive ramps.



Passing Through
An amazingly tortuous, waterfall and cave enhanced circuit with a neck-breaking corkscrew drop. Launching yourself off the cliff before the finishing line as a final flourish (above) makes all the difference.

Mid-air collisions add another unexpected edge to the racing.

Okay, after me. First, stunt, then turbo, then ramp, then short-cut, then extreme death at 175 kmph.

Missing your flip breeds mortal embarrassment and a withering screen signifier for all to see.

the few seconds of airborne God-baiting it takes to fall back to the ground is twice as much fun as using the ramps – and the real hidden joy of the game is discovering and then scuttling up as many of these nooks and crannies as you can to get the edge on your competitors. Oh, that and exploring at a fearsome rate of knots the fantastically playable selection of whip-smart shortcuts which pepper the fifteen tracks on offer.

As for the game itself, in One-player it's the standard Championship/Cup affair which opens up tracks ready and waiting for the outrageous Two-Player mode. As for the acrobatics – the key to success here lies in memorising which of the vehicles perform that triple salco front flip with ease and which ones are better suited to the roll, figure of eight combo. The 'General Lee' bonnet-down/tailgate-up forward flip with a single left or right pike variant gracefully mixes a cocktail of style and danger, whereas doing a triple side roll and keeping the vehicle facing forwards is the less balletic, but safer option. There are, of course, a million maniac flips and mid-air spins in-between and you'll be up all night trying them or ducking in reflex as a competitor launches himself overhead in an unnecessary but breathtaking flurry of auto-contortion. It's racing Jim, but not as we know it.

YOUR ARSENAL

Finally, any arcade racer wouldn't be worth its salt without an slew of needlessly violent power-ups. Cue car-flipping cow catchers, wheel-flaming super traction, a kind of snowball/custard splat grenade, oil slicks, invincibility, massive comedy bombs and the daddy of them all – a full size twister which'll pick up, suck in and spit out all the maniac opposition in one fell swoop. The more you play *Rumble Racing* the better it gets, until you wonder what it was you did exactly with your life beforehand. Despite EA prepping us with the airbound insanity of *SSX*, all this playability in a *Nascar* (!) game comes as something of a shock. Packed with more thrills than a bag of snakes, the 'just one more go' factor is just bliss. We give you *Rumble Racing* – the PlayStation 2's first great after the pub racer. ☐ **Iain White**

RUMBLE RACING

Why we'd buy it:	**Why we'd leave it:**	**Fast, furious, oodles of challenge and replay value to die for. PS2's first acrobat-racer rips along a treat in two-player, too.**
- It's fast - It's hilariously enjoyable - Head-splitting fun in Two-player - Ace for arcade heads	- Does *not* go well with a hangover - Simulation bores need not apply	

Graphics	Not award winning, but generally fine	07
Sound	A mostly forgettable rawk nightmare	06
Gameplay	Frantic and fun	09
Life span	Play it until you run out of electricity	09

08

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

PLAYING FAVOURITES

Flipped-out? You will be. More airborne carry-on. After a few hours of practice, perfecting the special corkscrew nose-dive that will become your signature should pose little problems. Can't do those? Then keep an eye out for those shortcuts and power-ups. Here's a few treats...

1. This sideways corkscrew figure of eight move takes a calm head and a still hand. More importantly, a complete disregard for life and limb.

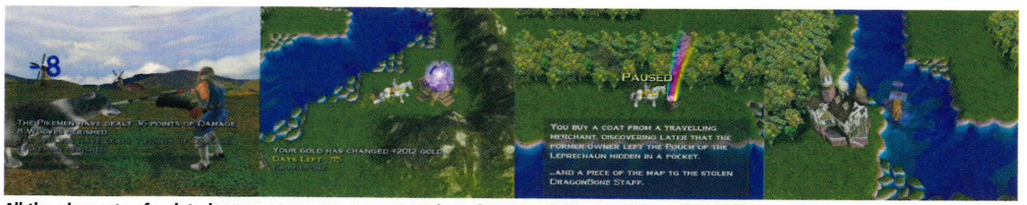
2. A *Tony Hawk's* inspired front or reverse 720 degree roll racks up the points and opens up multiple speed boosters!

3. At maximum speed this front flip tailward corkscrew manoeuvre is a thing of immense beauty. Don't try this at home.

4. Your front fender cowcatcher is the most comic and needlessly violent. Attach it to the front, rear-end the competition and they'll be flipped over your roof.

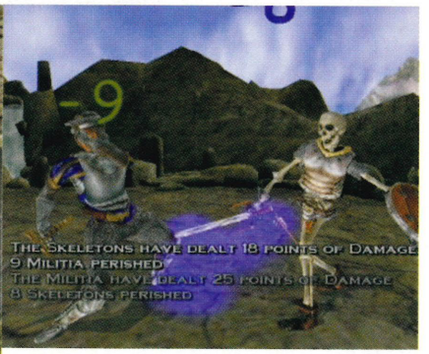
5. A shortcut in Car Go has three consecutive ramps ending in a high-speed crash through a warehouse wall. The final water jump (above) takes plenty of practice.

6. Summoning a hurricane to do away with the opposition might seem a tad unfair, but it all makes sense in *Rumble Racing*'s stylistically warped view of reality. The longer you chase it along the track, the longer it stays active.



All the elements of a dated game genre are present. Wolves, forests, rainbows, gold, castles, stray merchants and Bits Of Map™.

The turn-based battle sequences are played out on a grid RPG-stylee.



While in Combat mode your battle success is reported back in the form of a text summary and a number above your head. Of course.

Although it looks more like a map of a golf course, here be the mystical world of Arcathia.

HEROES OF MIGHT AND MAGIC: QUEST FOR THE DRAGONBONE STAFF

You've seen the title, you know what to expect – yup, it's goblin time...

Publisher: 3DO
Developer: 3DO
Price: £39.99
Players: 1
Out: 11 May
Web site: www.3do.com/mightandmagic/heroesdragonbone/

Back story
The *Heroes Of Might And Magic* series can count more than a few fans amongst PC gamers. This PS2 incarnation is inspired more by the title rather than being a PC port. This game accompanies 3DO's similarly titled PS2 release *Warriors Of Might And Magic*, reviewed in *OPS2* issue #07.

Any game which is subtitled '*Quest for the DragonBone Staff*' is destined to attract and repel with equal ferocity. If your idea of gaming pleasure involves taking on the role of a Barbarian, Sorceress or Knight and searching the four corners of the globe in search of a mystical weapon then your heart will probably leap. The rest of us will just retch.

As with all games that delve into the time of yore, there has to be a magic artefact and in *HOMAM* this is the titular staff. The King needs you (the hero) to command an army on a mission to find the 'most powerful weapon on Earth', a kind of medieval equivalent to a Trident missile. Things are not made easy for you though. To find it you will need a map, and the map is in pieces scattered around the four continents of the game's world.

On your way to building a completed map you are required to build up a powerful army, fight battles, pick up treasure, raid castles, explore forests and hopefully glean information and booty for your troubles. Eventually this will lead you to a villain you have been contracted to kill for extra gold and a higher game ranking. Once he's been dealt with it's off to another location and the brain-numbing cycle starts again.

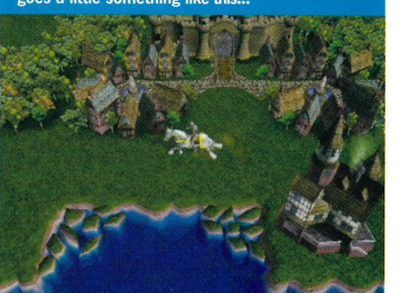
Interaction with the in-game characters is undertaken through menu systems, the only confrontation with physical beings is had during battles when the game enters Combat mode. These are turn-based and revolve around a grid (a close-up of the battlefield) where characters move around like chess pieces. For each group of warriors in your army one appears on the grid to represent the rest. Once a move has been taken, you are told via text how successful the attack was. Needless to say this method doesn't exactly generate much excitement – even the devoted RPG fan would struggle to be aroused by such mundane combat techniques.

The PC titles of the same name have been well received, but this PS2 conversion suffers from being a stripped down imitation of its home computer based counterpart. It is likely that the removal of many of the more strategic elements present in PC versions was to free up the gameplay for the PS2 and make it more accessible. Unfortunately it has just diluted it.

Here, you simply buy yourself an army, as opposed to building structures that swell into a veritable cities, supplying all your armies needs. It was in this cultivation of resources and watching your army grow, that the complexity, sophistication, strategy and originality of the PC version resided. In this respect *HOMAM* on PS2 is inferior and a distinctly shallow experience. What transpires is an uninspiring and repetitive plod through increasingly bland and instantly forgettable terrain. Even existing fans of the series would do well to steer clear of this. ☐ **Mike Jenkins**

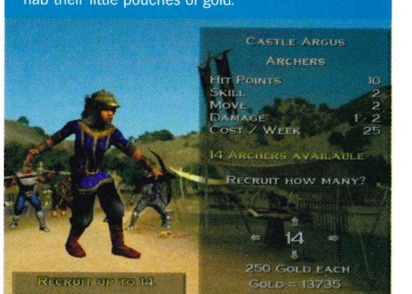
SOUND FAMILIAR?

The gameplay remains the same throughout and goes a little something like this...



1. First, trot over the land looking for evil to vanquish, collecting treasures dotted about on the way. You know the score.

2. Now encounter and slaughter said evil using magic or brawn in turn-based grid manoeuvres to nab their little pouches of gold.



3. Return to your castle or other settlements to replenish your army with allies, all the time preparing to do the medieval shuffle again.

HEROES OF MIGHT AND MAGIC

Why we'd buy it:	Why we'd leave it:	A PC style game drastically stripped down for PS2, and it shows in having only half the options and gameplay you would expect.
- To get lost in a medieval world - If we loved this genre so much we'd suffer the only PS2 title on offer at the moment	- Far too basic with too few options - Looks like a big ugly dog - You've already bought *Ring Of Red*	

Graphics	Big and chunky but very ropey	02
Sound	Does nothing for the game whatsoever	01
Gameplay	Too basic and repetitive	03
Life span	Potentially huge but you may not last	03

03

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

gameplay™
THE GATEWAY TO GAMES

0845 20 10 444

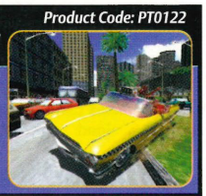
SALES LINES OPEN MON-FRI 9AM-8PM, SAT & SUN 10AM-6PM
visit www.gameplay.co.uk
QUOTE REF: OPM2(6)

DISCOUNTED GAMES *DELIVERED FREE* THROUGH YOUR DOOR!

PlayStation.2

Crazy Taxi

Product Code: PT0122



Sega's funked-up race against the clock hits the PS2, and it's crazier than Howlin' Mad Murdoch attending a convention for the criminally insane. Lush graphics, compulsive gameplay, and a rockin' good soundtrack will make you the coolest taxi driver since Travis Bickle.

SAVE £7.00 | FULL PRICE ~~£39.99~~ | GAMEPLAY PRICE £32.99

PlayStation.2

Zone Of The Enders

Product Code: PT0012

If giant robots spiralling through space, beating each other to a pulp or else razing entire cities to the ground sounds like your idea of fun, Z.O.E. will leave you ecstatic. Possibly the best looking game on PS2 yet, this Hideo Koshima creation includes a demo of the mind-blowing Metal Gear Solid: Sons of Liberty.

SAVE £5.00 | FULL PRICE ~~£39.99~~ | GAMEPLAY PRICE £34.99

PlayStation.2

Gran Turismo 3

Product Code: PT0106

The Daddy of all racers is back, back with another ridiculously comprehensive array of motors, more tracks than you can shake a gearstick at, and enough engine-tinkering shenanigans to please the most obsessive of boy-racers/grease monkeys. This one will be huge.

COMING SOON

Game Boy ADVANCE

RELEASED 22nd June

The greatest next-generation console is here!!

The Game Boy Advance has more 2D power than a PlayStation, a giant widescreen display, stunning stereo music and sound, plus you get the chance to play four-player games using just one games cartridge.

The games are the perfect balance between 21st century updates of classics like Mario Kart and Doom, newer titles like Tony Hawk's Pro Skater 2 and Chu Chu Rocket!, and totally original games like real-time strategy title Napoleon and RPG Golden Sun.

The future is within your grasp!!

ORDER NOW! GAMEPLAY PRICE ONLY £79.99

>> PS2 PRE-ORDERS <<

PT0147	ALONE IN THE DARK 4	£34.99	PT0146	MONKEY ISALND 4	£37.99
PT0047	GAUNTLET DARK LEGACY	£34.99	PT0145	RUGBY	£36.99
PT0113	GIANTS	£34.99			

>> CALL TO PRE-ORDER NOW <<

>> PS2 NEW RELEASES <<

PT0142 FORMULA ONE 2001 — SAVE £7.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £32.99

PT0114	MDK 2 ARMAGEDDON	£34.99	PT0132	OPERATION WINBACK	£32.99
PT0134	MTV MUSIC GENERATOR 2	£34.99	PT0133	ROBOT WARLORDS	£32.99
PT0115	OMNIMUSHA	£37.99	PT0144	RUMBLE RACER	£36.99
			PT0142	SKY ODYSSEY	£34.99
			PT0123	STAR WARS SUPER BOMBAD RACING	£37.99
			PT0116	UNREAL TOURNAMENT	£34.99

>> PS2 ESSENTIALS <<

SAVE £3.00 — ONLY £14.99

PT0118 **Gamester Dual Force 2 Pad**

Your gateway to a world of gaming delights, the Dual Pad is nigh on essential for PS2 owners, in that you can't play a game without one. This particular control pad also vibrates. Yowzers!

PL9998 **Thrustmaster 360 Modena Racing Wheel & Pedals**

ONLY £32.99

SAVE £7.00

To simulate the thrills and spills of arcade racing, what could be better than this stylish steering wheel and pedal set? With added vibratory feedback, the only thing missing is a pair of stringback driving gloves, "just to give you that extra bit of purchase".

>> PS2 PERIPHERALS <<

JOYPADS

AC5091	OFFICIAL PS2 ANALOGUE DUAL SHOCK PAD	£19.99
PT0118	GAMESTER DUAL FORCE 2 PAD – BLACK	£14.99
AC5105	CHALLENGER PSX, PSONE & PS2 DUAL SHOCK PAD - METALLIC BLACK	£8.99
AC5082	JOYTECH PS2 ANALOGUE CONTROLLER PLUS	£14.99

MULTI TAPS

PT0086	OFFICIAL PS2 MULTI TAP	£24.99
PT0073	JOYTECH PS2 MULTIPLAY ADAPTOR	£17.99

MEMORY CARDS

PT0072	OFFICIAL PS2 8MB MEMORY CARD	£25.99
PT0092	MADKATZ 8MB MEMORY CARD	£23.99

WHEELS

PT9998	THRUSTM ASTER 360 MODENA RACING WHEEL & PEDALS	£32.99
PT0125	GAMESTER PS2 DUAL FORCE WHEEL & PEDAL	£42.99

STORAGE

AC5115	GAMES STATION 3	£15.99
PT0138	GAMESTER EXPANDABLE CD/DVD/ MEMORY CARD TOWER - PURPLE	£8.99

STANDS

PT0088	OFFICIAL V STAND	£9.99
PT0087	OFFICIAL H STAND	£9.99

CHEATS

AC5097	DATEL PS2 ACTION REPLAY	£26.99
PT0126	XPLODER PS2	£22.99

CABLES

PT0129	JOYTECH I-LINK	£9.99
PT0130	JOYTECH OPTICAL LINK CABLE	£9.99

SPEAKERS

AC5039	DIGITHEATRE DTS	£369.99
AC0077	DIGITHEATRE	£189.99

REMOTE CONTROLS

PT0071	MADCATZ PS2 REMOTE CONTROL	£19.99
AC5083	JOYTECH PS2 DVD & MINI REMOTE CONTROLLER	£9.99
PT0097	GAMESTER PS2 REMOTE CONTROL	£12.99

MICE

PT0127	JOYTECH PS2 WHEEL MOUSE	£9.99

SCART HUBS

PT0128	GAMESTER SCART BLOCK	£11.99

MASSIVE SAVINGS on PERIPHERALS!!!

>> PS2 GAMES A - Z <<

NOW EVEN LOWER PRICES!!!

PT0080	AQUA AQUA: WETRIX 2	£19.99	PT0082	ORPHEN: SCION OF SORCERY	£29.99
PT0099	ARMOURED CORE 2	£34.99			
PT0085	DEAD OR ALIVE 2	£36.99			
PT0024	DISNEY'S DINOSAUR	£34.99			
PT0022	DONALD DUCK - QUACK ATTACK	£29.99			
PT0035	ESPN WINTER X GAMES	£34.99			
PT0053	FANTAVISION	£36.99			
PT0026	FIFA 2001	£36.99			
PT0109	GUN GRIFFON BLAZE	£34.99			
PT0003	INTERNATIONAL SUPERSTAR SOCCER	£34.99			
PT0006	INTERNATIONAL TRACK & FIELD	£38.99			
PT0117	KENGO - MASTERS OF BUSHIDO BLADE	£38.99			
PT0094	KESSEN	£29.99			

PT0034 KNOCKOUT KINGS 2001 — SAVE £3.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £36.99

PT0068	MADDEN NFL 2001	£29.99
PT0037	MIDNIGHT CLUB	£29.99
PT0103	MOTO GP	£38.99
PT0046	NBA HOOPZ	£34.99
PT0069	NBA LIVE 2001	£36.99
PT0010	NHL 2001	£38.99

PT0039 ONI — SAVE £5.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £34.99

PT0108 QUAKE III — SAVE £5.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £34.99

PT0023	RAYMAN REVOLUTION	£29.99
PT0002	READY 2 RUMBLE BOXING: ROUND 2	£29.99
PT0051	RIDGE RACER V	£36.99
PT0011	SHADOW OF MEMORIES	£38.99
PT0005	SILENT SCOPE	£38.99
PT0036	SMUGGLERS RUN	£29.99
PT0030	SSX SNOWBOARD SUPERCROSS	£38.99

PT0054 SUMMONER — SAVE £5.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £34.99

PT0021	SUPER BUST A MOVE	£29.99
PT0052	TEKKEN TAG TOURNAMENT	£36.99

PT0070 TIGER WOODS PGA TOUR 2001 — SAVE £3.00 | FULL PRICE ~~£39.99~~ | NOW ONLY £36.99

PT0057	TIMESPLITTERS	£35.99
PT0050	WILD WILD RACING	£24.99
PT0061	WORLD DESTRUCTION LEAGUE: THUNDER TANKS	£37.99
PT0029	X-SQUAD	£38.99

PLEASE CALL TO CONFIRM PRICES AND AVAILABILITY BEFORE ORDERING AS SOME ITEMS MAY BE LIMITED STOCK AND PRICES ARE SUBJECT TO FLUCTUATION

gameplay™ THE GATEWAY TO GAMES

Cut out this order form and post to: gameplay, PO Box 264, Tingley, Wakefield, WF3 1YB

NAME: ..... HAVE YOU ORDERED BEFORE? YES / NO

ADDRESS: .....

POSTCODE: ..... SIGNATURE: .....

TEL: ..... EMAIL: .....

☐ Please tick here if you do not wish to receive promotional materials from us or third parties which you may find interesting.

CASH ☐ CHEQUE ☐ POSTAL ORDER ☐ CARD ☐

PRODUCT CODE	NAME	PRICE
		£
		£
		£
		£
		£
OPTIONAL EXPRESS CHEQUE CLEARANCE:* ADD £1.00 HERE		£
Gift Vouchers (multiples of £5)		£
P&P EXPLAINED We offer FREE 2nd class postage and packaging on all orders. You can upgrade to 1st class by adding £0.99 P&P (delivery) normally within 2 working days). For next day courier service via Parcel Force add £4.99 for the 1st item, and £1.00 extra per additional item.	P&P	£
	TOTAL	£

CARD NO. ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐ EXPIRY DATE ☐☐/☐☐ ISSUE NO. ☐☐ SWITCH ONLY

OPM2(6)

Unfortunately we cannot take Amex or Electron. Prices correct at time of going to press. E & OE. Sent to press 20/4/2001

Cheques/Postal Orders made payable to Gameplay *Please note - express cheque clearance cannot be used for bank drafts or building society cheques.

Thank you for your order!

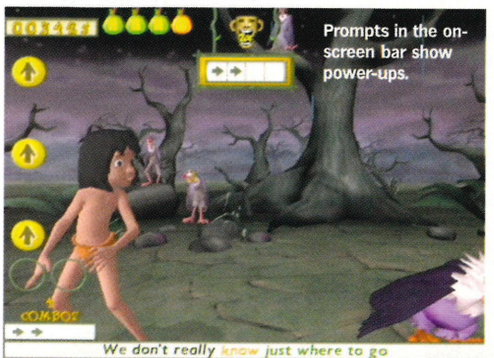
gameplay™

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY

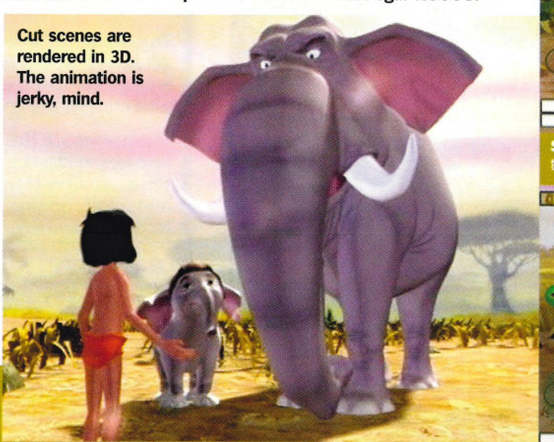
Story mode follows the film's plot but only two sections feature original songs.

If you have to try Two-Player mode, choose different individual skill levels.

A selection of bonuses can be opened up but are best avoided. Bega? NOOOO!



Prompts in the on-screen bar show power-ups.



Cut scenes are rendered in 3D. The animation is jerky, mind.

WALT DISNEY'S JUNGLE BOOK GROOVE PARTY

Groove out with Disney's finest, but try not to destroy your living room.

Publisher: Ubi Soft
Developer: Disney Interactive
Price: £39.99 (with dancing mat)
Players: 1-2
Out: Now
Web Site: www.ubisoft.co.uk/junglebook.html

Back story

The Jungle Book is, in many people's opinion, the best full length animated film Disney have ever produced. Voices are provided by distinguished actors such as George Saunders (Shere Khan) and the songs are top notch stuff. The games industry has tried to replicate *The Jungle Book*'s appeal on most console platforms, including a somewhat familiar PSone version last year...

Dancing games may pander to a select audience of under-twelves but when done well, there's no denying they can produce pots of booty shaking hilarity, especially when incorporating a novelty element such as *Samba De Amigo*'s shaky maracas.

If only this were the case here. Yes, the game comes bundled with its own dance mat controller (a great deal for £40) but the gameplay's as lame as a three-legged tiger in ill-fitting Doc Martens.

Modes range from the obvious two-player Versus to a Story mode which closely follows the plot of the film. The trouble is, each one uses exactly the same gameplay (if you don't include the woeful Karaoke mode), which is seriously flawed due to its painful simplicity. The dancing genre has been around for some time now and simply pressing the directional buttons in time as on-screen symbols flip to the centre of static boxes just doesn't cut it anymore. Even worse, the button presses generally aren't even in sync with the song's scatter-gun collections of beats, so there's no sense of participating in the song (even when using the mat) and little sense of beating out a rhythm. Even your character doesn't directly appear to be influenced by your actions, unless you count falling down when continually mis-timing the hastily remembered presses. In the end, it all feels like you're watching a sub-standard video requiring occasional spasmodic joypad jerking. Disappointing? Dreadfully.

Undeniably, these games are designed to be the most fun when using a dance mat and as such, it's a neat move to bundle one in with the game. Great, you might think. Yet, even here there were major complications. Simply put, the mat 'malfunctioned' resulting in the on-screen cursor developing a life of its own, even after due care and attention to the careful science of smoothing out any creases. It may have been a one-off dodgy mat, but it doesn't bode well for punters expecting to seriously humiliate their mates when throwing down the reputation-troubling dancing gauntlet.

Although looking passable, *JBGP*'s animation is also disappointingly simplistic. Sound quality is fine, but the songs? Banal gibberish jostles ill-fittingly against beat-en up versions of the classics including a particularly steroidal version of *Bare Necessities*. Far from improving these timeless nuggets, for the most part, the rhythm-heavy remixes don't come anywhere near the originals.

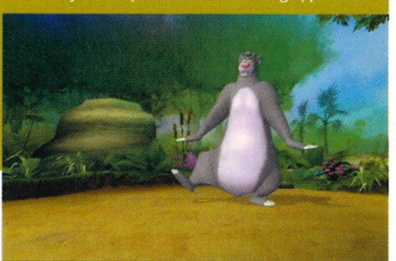
But are we being too harsh on a game that is ostensibly aimed at nippers? No. Not only does this keep the player on the edge of being involved without ever truly delivering, but it's also nothing more than a PS2-buffed version of the same title that came out for the PSone last year. Same moves, same structure, same songs, same videos, higher price, slightly different graphics... Groovy? No, not really. ☐ **Mike Jenkins**

MOWGLI'S MORONIC MODES

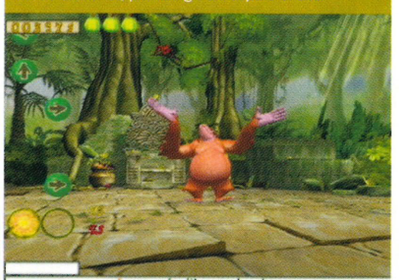
There's a world of pain in this jungle more terrifying than anything from *Apocalypse Now*.

Story mode is about the best of the dire bunch as the mini-movies are watchable, if not playable.

Two-play is tedious, irritating, lacking any sense of fun and you'll be pushed to find a willing opponent!



Karaoke Hall of Music is the most alarmingly awful mode of the lot, plumbing new depths of dire.



Lou Bega's Challenge has you playing as King Louie. If you win you get to see his video.

JUNGLE BOOK GROOVE PARTY

Why we'd buy it:	Why we'd leave it:	Only the *very* young and easily pleased could possibly like this. Buy the PSone version and a copy of the film instead.
- To make a mate use the dance mat and look a total prat - To occupy a very young and unruly child	- Hopelessly realised simplistic gameplay - The songs are awful and brain numbing - It's exactly the same as the PSone version	

Graphics	Fine, but poor animation	05
Sound	Hysterical dance beat infused mania	04
Gameplay	Repetitive nonsense for the under fives	05
Life span	Terminally limited	04

04

PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

He's got a pitchfork and he ain't making hay.

Mr B Wizard gets a well earned promotion.

And the let's-light-our-farts experiment goes horrifically wrong.

Looks like it might be a good time to clear out the cellar.

GAUNTLET DARK LEGACY

Time to run the *Gauntlet* Well, stroll it at the very least..

Publisher: Midway
Developer: Midway East Games
Price: £39.99
Players: 1-4
Out: June
Web site: www.midway.com

Back story
It's snoods on as Midway's ongoing resurrection of 1985 coin-op classic *Gauntlet* continues unabated. *Dark Legacy* retains the original's mix of slashing oncoming monsters with a variety of heroes.

Say the word *Gauntlet* to the 25+ brigade and they'll talk fondly of 'Death', 'Wizard shot the food' and the 'diddly-doo' effect that signalled the end of the stage. Sadly, Midway has seen fit to abandon many of these fondly-remembered coin-op elements, which leaves it with a rather unsatisfying retro update that abandons the memorable sound FX but reuses the gameplay.

But first the *Gauntlet* Pass Notes. Released in 1985, *Gauntlet* was *Dungeons & Dragons* for those who couldn't be arsed to roll a dice. Selecting from a quartet of characters, up to four players gathered to partake in running battles against hundreds of monsters while locating keys to open doors to an exit. Fast-forward to present day and *Dark Legacy* is pretty much identical to its forebear. Yes, it looks a lot prettier with a pseudo-3D lick of paint and the addition of huge creatures that appear every couple of levels, but *Dark Legacy*'s gameplay is deeply rooted in the past.

Although tied into a new scenario of gathering crystals, *Gauntlet Dark Legacy* offers only tokenistic additions to the original concept. Chests contain bonus items, Death appears and can only be killed with magic, and the generators that create fresh armies of assailants can be destroyed.

New additions for 2001 include 12 heroes (eight hidden) while the series' traditionally linear levels are presented in a more elaborate format with lighting effects, switches and moving platforms. Nevertheless a strict path throughout each location must still be followed, with small groups of monsters lining the route. This makes for a disappointing rerun of the original *Gauntlet*'s dated pattern of collection and killing, with more nods to the past than an episode of Time Team.

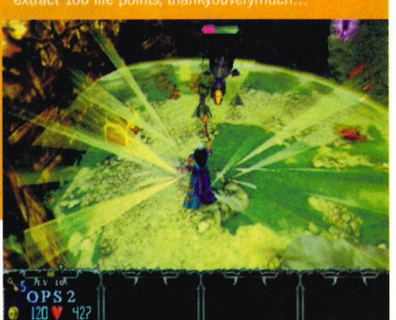
But for all its links to the original game, *Gauntlet Dark Legacy* is a pale imitation. While much of the game screams *Gauntlet*, it lacks the essential energy of the original. By merely reusing old ideas and adding negligible details, *Dark Legacy* is like an ill-advised remake of a Hollywood classic. What's more, it also removes the one factor that made the original so popular – the hundreds of adversaries. Instead, foes appear in dribs and drabs as opposed to laying siege resulting in a nonchalant but unexciting roam around pretty levels.

Essentially, *Dark Legacy* spends too much time looking back to the original title while forgetting to look ahead. A sedate pace, repetitious levels and simplistic gameplay do it no favours and rather than embellish the reputation of a classic and fondly remembered videogame brand, *Dark Legacy* merely tarnishes it. ☐ **Steve Merrett**

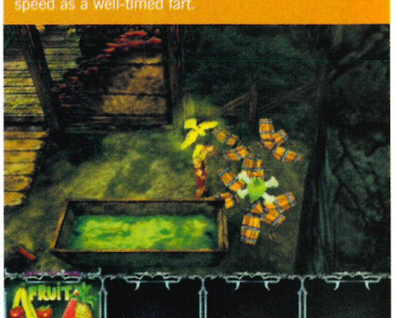
OLD FAVOURITES

Making a welcome return from *Gauntlet Legends*.

Death Resplendent in black (naturally) The Grim Reaper can only be killed with a magic potion or will quite happily pounce on the nearest character and extract 100 life points, thankyouverymuch...



Wizard The weakest character physically but, as you'd expect, a dab hand at using magic. Can empty a room of bad guys with one spell with the same speed as a well-timed fart.



Poisoned Food Recognisable by its distinct green colouring. Whereas the usual steaks and fruit bolster the player's health, these do more harm than a midnight kebab. With extra garlic sauce.

GAUNTLET DARK LEGACY

Why we'd buy it:	Why we'd leave it:	A hollow and uneven homage to the past, let down by dated gameplay elements that outnumber innovative additions.
- To recall memories of the original - Moderately entertaining with four people - A doddle to learn	- Lacklustre pacing - Extremely repetitive - Overtly linear level design - Because it's £40	

Graphics	Crude but effective; poor camera work	06
Sound	Doesn't say "Warrior shot the food."	04
Gameplay	Lethargic, poorly plotted and simplistic	05
Life span	Slightly better with mates.	05

05

PlayStation 2 OFFICIAL MAGAZINE-UK VERDICT

GRAN TURISMO 3: THE FIRST REVIEW

The magazine that plays PS2 longer, harder, faster than anyone else – pick up the latest issue and you won't be bored for a second!

PSM2

MORE GAMES!

MORE INFO!

NO BULL!

WIN!
Metal Gear 2 – first finished UK game!

LOOK! DVD VIDEO
Resident Evil Code: Veronica
Shocking demo of PS2's infamous survival horror!

ON SALE NOW!

FROM THE MAKERS OF
PlayStation 2 Official Magazine-UK
Official UK PlayStation Magazine

Trees are deadly. Occasionally there are intentional obstacles too, such as this corridor.

A welcome splash of colour from your Bio-Strike – a power-up that acts like a smart bomb, killing all in its radius.

ARMY MEN: GREEN ROGUE

Another month, another pile of plastic just begging for a naked flame...

Publisher: 3DO
Developer: 3DO
Price: £39.99
Players: 2
Out: Now
Web Site: www.3do.com/armymen/greenrogue/

Back story
The *Army Men* series has a long console tradition and in recent years have spawned numerous games. Each title usually adds the odd feature to the series. In this episode, 'forced scrolling' makes its first appearance. Yay.

Once in a while a game comes along which is astounding, an event in its own decade, which sets itself apart from the crowd with undeniable aplomb and takes gaming to new levels. *Army Men: Green Rogue* is such a game. Plumbing new depths of ineptitude, it's an alarmingly shoddy, shockingly shallow experience and is probably quite bad for you in large doses too.

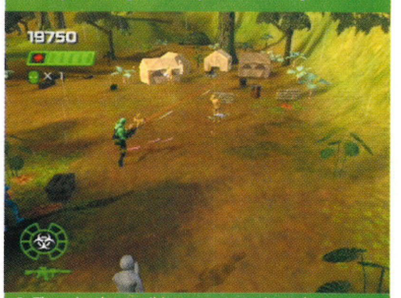
16 action-packed levels with 24 weapons sounds great until the full horror unfolds. Missions riddled with z-list glitches (such as pick-ups lodged in the scenery) pepper the linear levels from the start. At the top of the mighty roll of war crimes is the general play strategy. Giving a nod to retro gaming, the decision to introduce 'forced scrolling' was a big mistake. Once the action starts, the screen continually scrolls from top to bottom, forcing the player to forever march forwards to his or her untimely doom. Tactical play is instantly right out of the window as are stealth and the small matter of having any fun. You can travel sidewards when the scenery allows and even kneel to halt the progress (generally suicide as you're invariably exposed) but you can't go backwards. So, intelligent play is a definite no-no. All you can do is relentlessly walk forwards as though hemmed in by an invisible corridor, pretending you're Arnie in *The Terminator* when clearly you're a lump of rubbish green plastic in a game which truly sucks. Aiming too is a similarly haphazard and useless affair, putting any thought of precision shooting right out of the question. The firepower is uninspired and sounds hellish – you can't even select weapons while on the run, as carrying one at a time is your absolute whack. The variety of pretty mini-movies are a brief respite though, as they flesh out the story between levels bringing the adventure to life. However, play is treacle slow and uninvolving in the main, while even fans of retro scrollers will quickly become terminally sickened.

On the upside, there's a mega weapon, the Bio-Strike, a kind of massive radius-levelling smart bomb. After a few tortuous hours of brain-bursting play you'll be reaching for it for an altogether different set of reasons.

PS2 owners seem to have a war on their hands with such heinous games as these – 3DO's equally vile *Sarge's Heroes 2* was reviewed last month. Some advice? If it's green, plastic and has 'army' in the title, for the sake of your country and your sanity steer clear. ☐ **Mike Jenkins**

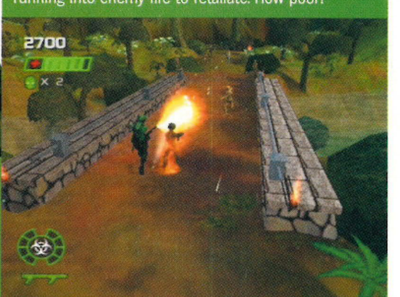
NURSE! THE PILLS!

Record levels of dullness abound, it's enough to make you turn green. Oh you are already.

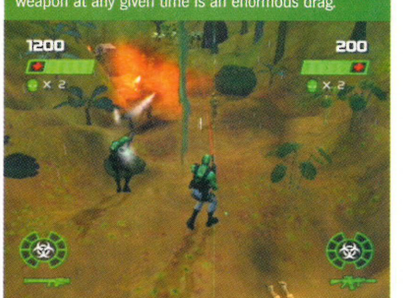


1. The relentless trail into enemy territory destroys all hope of sharpening your gaming skills along the way. It's all run, shoot, run, shoot, run, shoot, yawn...

2. Green arrows indicate enemy soldiers. Who can't be hit. Because they're off-screen. This necessitates running into enemy fire to retaliate. How poor?



3. This flame-thrower is the only decent weapon in the entire game. Only being able to carry one weapon at any given time is an enormous drag.



4. Co-op mode should mean big laughs and fun with a mate, but here it's a case of doubling the game's direness. Simply put, this is absolutely no fun at all.

ARMY MEN: GREEN ROGUE

Why we'd buy it:	Why we'd leave it:	An appaling game which plumbs new depths of astounding rottenness. An outrageous blasphemy to decent gaming.
- We wouldn't	- It's the most horrendous PS2 game to date - Yes, including *Dragon's Lair*	

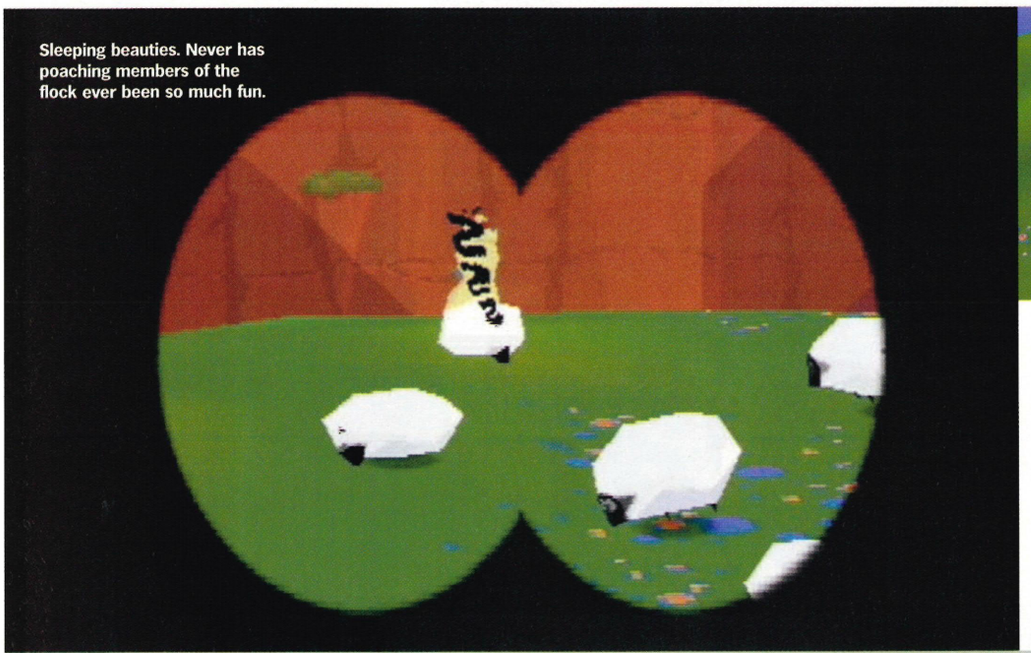
Graphics	Lacklustre and basic	03
Sound	Generally dire and muffled	02
Gameplay	None at all	01
Life span	One play is terminal	01

01

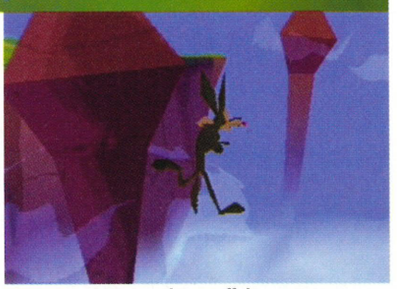
PlayStation.2 OFFICIAL MAGAZINE-UK VERDICT

PSone™

Edited by: Lee Hall/Nick Ellis



Sleeping beauties. Never has poaching members of the flock ever been so much fun.



The cartoon humour leaps off the screen as Ralph goes about his sheepy business.

SHEEP, DOG 'N' WOLF

Cartoon lunacy comes to PS2 in this astoundingly inventive cartoon adventure.

Publisher: Infogrames
Developer: In-house
Price: £29.99
Players: One
Out: Now

You might think it a bit late in the day for the PSone to throw up startling new takes on oversubscribed genres but *Sheep, Dog 'N' Wolf* does just that. An inspired Warner Brothers-themed cartoon game, this 3D puzzler is rammed with originality, lashings of humour and gameplay so compulsive you'll be maddened when it finishes – all too quickly.

Playing as Ralph Wolf, distant cousin to one Wile E Coyote, the aim is to use your wolfish cunning to steal an entire flock of sheep – but not all at once, of course. You're also an unwitting contestant in a gameshow with Daffy Duck as the host and not so helpful guide, while each level gives you a new pastoral arena and a completely different challenge. The fluffy flock are watched over by Sam Sheepdog, the ever alert guardian who'll try to thwart your progress by dishing out a good belting every time you're caught, while Solid Snake-style strategy and stealth are the means required to rustle up your lamb dinners.

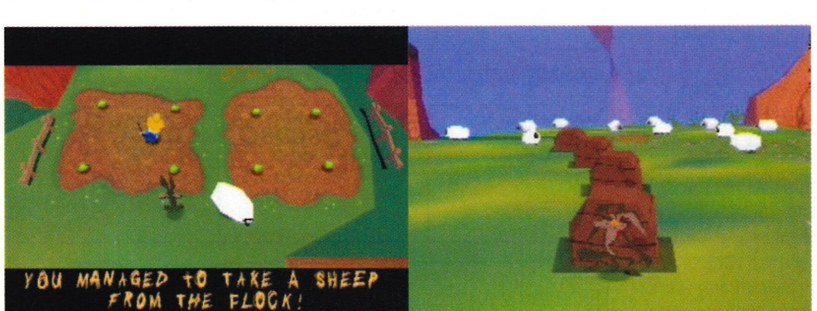
//There's even a time machine with which to transport yourself back to the Stone Age//

The action takes place in colourful 3D environments that owe as much to the latest Bugs Bunny outing, *Bugs and Taz: Timebusters*, as to the original cartoons themselves. On each of the levels you have to collect some ACME device that will aid you in your task. This could take the shape of dynamite, a rocket to make you fly, some lettuces or even an electric fan. After locating this, with the aid of the map, the task is then to find how the device can be used to catch a sheep.

Just like in the *Road Runner* cartoons, ultra-violent slapstick is the order of the day.

Even the most mundane objects have brain-twistingly obtuse applications. In one of the earlier levels, the fan is used to blow some female sheep scent toward the herd, at which point one of the unsuspecting male sheep will comes bounding over to investigate. There's even a time machine which transports you back to Stone Age versions of the same levels – where planting a seed in fertile soil results in a proud oak tree in the future.

Finally, if on the rare occasion you get caught by Sam or accidentally plummet over the side of a cliff (cue surprised mid-air pause before hurtling earthwards) you don't even have to restart from scratch. Honourary mention has to go to Ralph's fitted sheep costume and the censored sign that's slapped over proceedings when he dons or removes it, plus the liberal sprinkling of slapstick which infuses the errant sheep rustler's every move. Bursting with puzzles and comedy visuals, it's an original slice of gaming genius. ☐ **NE**



Constantly be on your guard for the Sam the sheep dog who's itching to administer a solid beating.

PSone™

SHEEP, DOG 'N' WOLF

Graphics Familiar *Loony Toons* style	08
Sound Mellow, peppered with wisecracks	08
Gameplay Magnificent and well varied	09
Life span Over far too soon for its own good	07

With lateral thinking, frequent hilarity and top notch gameplay, you'd be flocking stupid to miss it.

09

VERDICT

FORMULA ONE 2001

SCEE's superb Grand Prix circus comes to town again.

Publisher: SCEE
Developer: Studio 33
Price: £29.99
Players: 1-2
Out: Now

SCEE publish the most accurate and detailed simulation of the world's most expensive sport and, of course, there's stacks of thrills and razzmatazz. The Innovations are rife – a new credit card system enables you to buy more cars and kit; and for spanner heads, the myriad testing and tinkery options in Grand Prix mode are never-ending.

The latest incarnation of the long running series has fantastic graphics, a turbo-charged frame rate that rarely stutters and even the interface is super slick. Sound effects are incredible too with rasping engines, whooping crowds and a spot on commentary. Overall, it's the most authentic F1 experience on PSone. ☐ **NE**

With patience, persistence and skill you'll be rewarded with an incredibly lifelike experience.

PSone™

In a field growing ever more crowded with Grand Prix sims, *Formula One 2001* still holds the rest of the pack at bay. An improvement in almost every way over its brilliant predecessor.

09

VERDICT

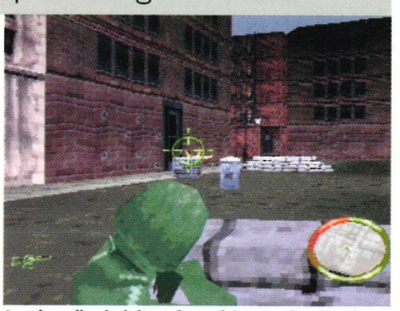
ARMY MEN: LOCK 'N' LOAD

Keep standing them up, we'll keep knocking them down.

Publisher: 3DO
Developer: 3DO
Price: £9.99
Players: 1-2
Out: Now

Those little plastic warmongers the Army Men return for yet another instalment of mouldable warfare. Aimed at young cadet gamers, this strategy/shoot 'em up is little more than a mission pack stuffed with further lashings of sanitised violence and painful gameplay.

The premise for playing around with toy soldiers, toy tanks and the all-new toy submarines (joy!) this time is that the devious Tan Army started it. There's the small matter of a missing spy plane, but it's better avoided. Do us a favour 3DO, wave a white flag and organise a peace treaty. This looks awful, plays badly and reeks of blandness. There's more fun to be had walking into a lamppost. ☐ **NE**



Another dire helping of woeful, gung-ho plastic warfare. Aim your sights elsewhere.

PSone™

Life in plastic. It's fantastic. Usually. War sucks, but somehow this manages to be worse. You won't care about saving anyone. Every bit as appealing as an enormous flaming TNT sandwich.

02

VERDICT

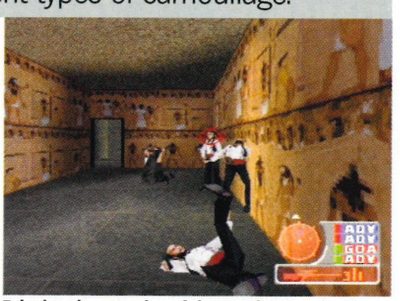
RAINBOW SIX: ROGUE SPEAR

For those that care about different types of camouflage.

Publisher: Ubi Soft
Developer: Red Storm
Price: £19.99
Players: 1-2
Out: Now

The second *Rainbow Six* game is another hopeful, but messy combination of strategy and shooting that fails to hit the mark. Drawing its story of an elite anti-terrorist squad from the novels of Tom Clancy, the game takes itself far too seriously. There are twenty types of camouflage gear, but do we really need so many? Answer: no.

To add insult to injury, your forces have been infiltrated by turgid gameplay. Clutching a semi-automatic weapon from the arsenal at your disposal, the game leads you on a series of terrorist-bashing missions where a solid plan is as much needed as lethal shooting. The best strategy is to avoid these hostilities altogether. ☐ **NE**



Bringing the enemies of the goodness to justice in a vast selection of medium desert fatigues.

PSone™

Clumsier than a pair of ill-fitting jack boots the sense of immediacy running through the first game is gone, replaced by turgid gameplay and dull as dishwater sorties. Go read the book instead.

04

VERDICT

ALSO RELEASED...

Stuntpegs, slams, spokey-dokeys and eight new levels in **DAVE MIRRA FREESTYLE BMX: MAXIMUM REMIX...** More good ol' boy racing (just a little bit more than the law will allow) in the General Lee with **DUKES OF HAZARD 2: DAISY DUKES IT OUT...** Truly awful, bottom of the table football action in **UEFA CHAMPIONS LEAGUE...** Colourful and cute adventuring in **LEGO ISLAND 2: THE BRICKSTER'S REVENGE...** Dismal domestic car action in **FORD RACING...** And a fine selection of budget re-releases including **MEDIEVIL 2, TOCA 2, APE ESCAPE** and **SILENT BOMBER...** For all the latest PSone news, reviews, previews and playable demos see our sister mag, **OFFICIAL UK PLAYSTATION MAGAZINE...**

PSone™

ROUNDUP

NEWS

FIFA 2002

To think EA would call time on its massively popular footie series, *FIFA*. Despite an announcement earlier in the year that EA would no longer be publishing this money spinning title for PSone, the franchise has been granted extra-time and we will see *FIFA 2002* by the end of the year. Don't expect too many changes other than team rostas. On a similar note, top notch American football sim, *Madden*, will also have a new *2002* version and that can be expected some time in the Autumn too.

PREVIEW

MAT HOFFMAN'S PRO BMX

From the *Tony Hawk's* school of street sports comes the chance to indulge in a spot of two-wheeled trickery. The game, recently back from development hell, looks so similar to Activision's original *THPS* you might almost fall from your saddle in surprise, but don't worry, the pedigree is first rate. Expect a backpack full of new tricks to master as you grind out a career over the ten impressive levels, plus there are bonus bits aplenty. Look for it in late May.

PREVIEW

BLACK AND WHITE

Employed as chief deity in a small Neolithic village, this genre breaking game takes you through a series of quests where you must inspire worship in your flock and teach your 20ft tall pet animal to carry out your bidding on Earth. Krisalis have undertaken the monumental task of porting one of the year's best PC games to PSone. The game is graphically inferior but the essential gameplay elements have survived intact. *B&W* descends from the heavens in June.

YES, I WANT SIX ISSUES OF

PlayStation.2 OFFICIAL MAGAZINE-UK

THE OFFICIAL PLAYSTATION 2 MAGAZINE

YOUR DETAILS

Title _____ Initials _____

Surname _____

Address _____

Postcode _____ Country _____

Tel no (inc STD code) _____

Email address _____

PLEASE CHOOSE YOUR METHOD OF PAYMENT (1 OR 2)

1. DIRECT DEBIT

☐ UK only. £26.95 every six months – **save 10%. Complete form below.**
I understand that I will receive 13 issues during the next 12 months.
You can subscribe by Direct Debit over the phone. Simply call 01458 271184 and have your cheque book or bank statement to hand.
DID YOU KNOW? All the details you need to fill in this Direct Debit form are printed on your cheque.

Instruction to your Bank or Building Society to pay Direct Debits.

future publishing *Media with passion*
Future Publishing Ltd.
Cary Court, Somerton,
Somerset, TA11 6BR

DIRECT Debit

Originator's Identification Number

7	6	8	1	9	5

Please send this form to address shown

1. Name and full postal address of your Bank or Building Society branch

To: The Manager

_____ Bank/Building Society

Address _____

_____

_____ Postcode _____

2. Name(s) of account holder(s)

3. Branch sort code (from the top right hand corner of your cheque) ☐☐☐☐☐☐

4. Bank or Building Society account number ☐☐☐☐☐☐☐☐

5. Instruction to your Bank or Building Society

Please pay Future Publishing Direct Debits from the account detailed on this Instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Future Publishing and if so, details will be passed electronically to my bank or building society.

Signature(s) _____ Date _____

Ref No (office use only) _____

Banks and Building Societies may not accept Direct Debit Instructions for some types of account.

You may photocopy this blank form and then complete it.
You cannot fax or email Direct Debit forms.

2. CHEQUE/CREDIT CARD – SIX ISSUES

☐ UK £26.95 – **save 10%**
☐ North America £36.95
☐ Europe (including Ireland) £36.95
☐ Rest of the world £46.95

☐ Cheque *(£s sterling drawn on a UK bank account payable to* Official PlayStation 2 Magazine*)*

☐ MasterCard ☐ Visa ☐ Switch Issue no/valid date _____

Card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date ☐☐/☐☐ *Tick if you don't wish to receive mail from other companies* ☐

Signature _____ Date _____

SEND TO: OFFICIAL PS2 SUBSCRIPTIONS

UK: Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR
OVERSEAS: Future Publishing, Cary Court, Somerton, Somerset TA11 6TB, UK

☐ Tick if you do not wish to receive information about special promotions

Order Code: PLTP08 Closing date: 24/04/2001

SAVE 10%

With an *OPS2* subscription you get six issues at just £4.50* each

*Offer applies to UK residents only

HOW DO I SUBSCRIBE?

Call the hotline

Ring **01458 271184** quoting Order Code: PLTP06
Line open 24 hours, seven days a week
Overseas readers call +44 1458 271184

Or complete the form and return to:

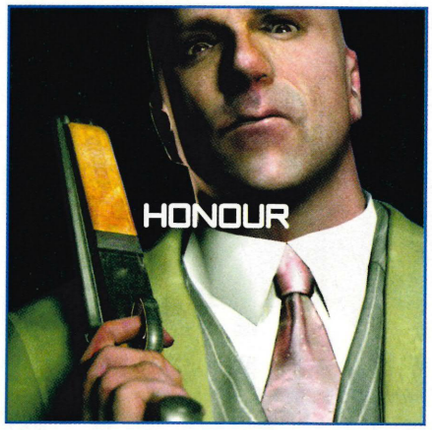
UK: *Official PlayStation 2*, Future Publishing, FREEPOST BS4900, Somerton, Somerset TA11 6BR
Overseas: *Official PlayStation 2*, Future Publishing, Cary Court, Somerton, Somerset TA11 6TB UK

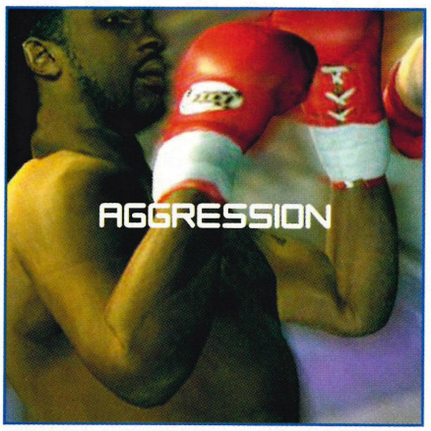
Or subscribe online at:

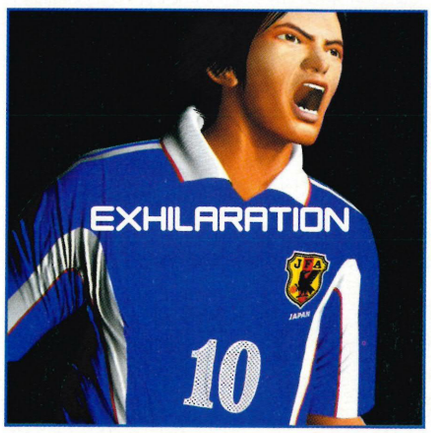
www.futurenet.com/promotion/pg008/113

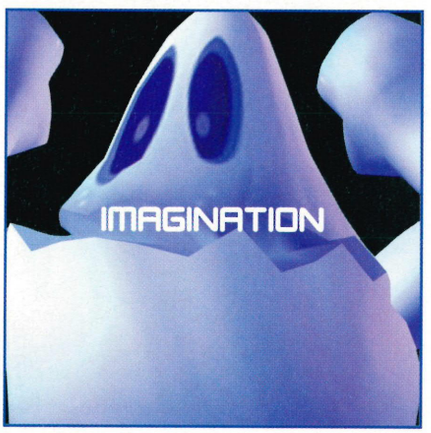
RISK FREE GUARANTEE
You can cancel your subscription at any time, and claim a full refund on any unmailed issues. No questions asked!

SPECIAL SUBSCRIPTION OFFER









Game images: The Getaway © SCEE; Project Eden © Core Design; Oni © Take 2 Interactive; Knockout Kings 2001 © Electronic Arts Inc; Dead Or Alive 2 © Tecmo Inc; Onimusha © Capcom Co Ltd; ISS Pro Evolution © Konami; Aqua Aqua: Wetrix 2.0 © Zed Two; F1 Championship Season 2000 © Electronic Arts Inc. ALL RIGHTS RESERVED 2001.

There are a million worlds of emotion out there.
Subscribe via Direct Debit and you'll visit them every month

PlayStation®2
OFFICIAL MAGAZINE-UK

DON'T MISS OUT! SUBSCRIBE TO *OPS2* VIA DIRECT DEBIT AND YOU'RE GUARANTEED TO RECEIVE THE ONLY MAGAZINE WITH A PLAYABLE DVD, DELIVERED STRAIGHT TO YOUR DOOR!

Other magazines let you watch. PlayStation®2 OFFICIAL MAGAZINE-UK lets you play.

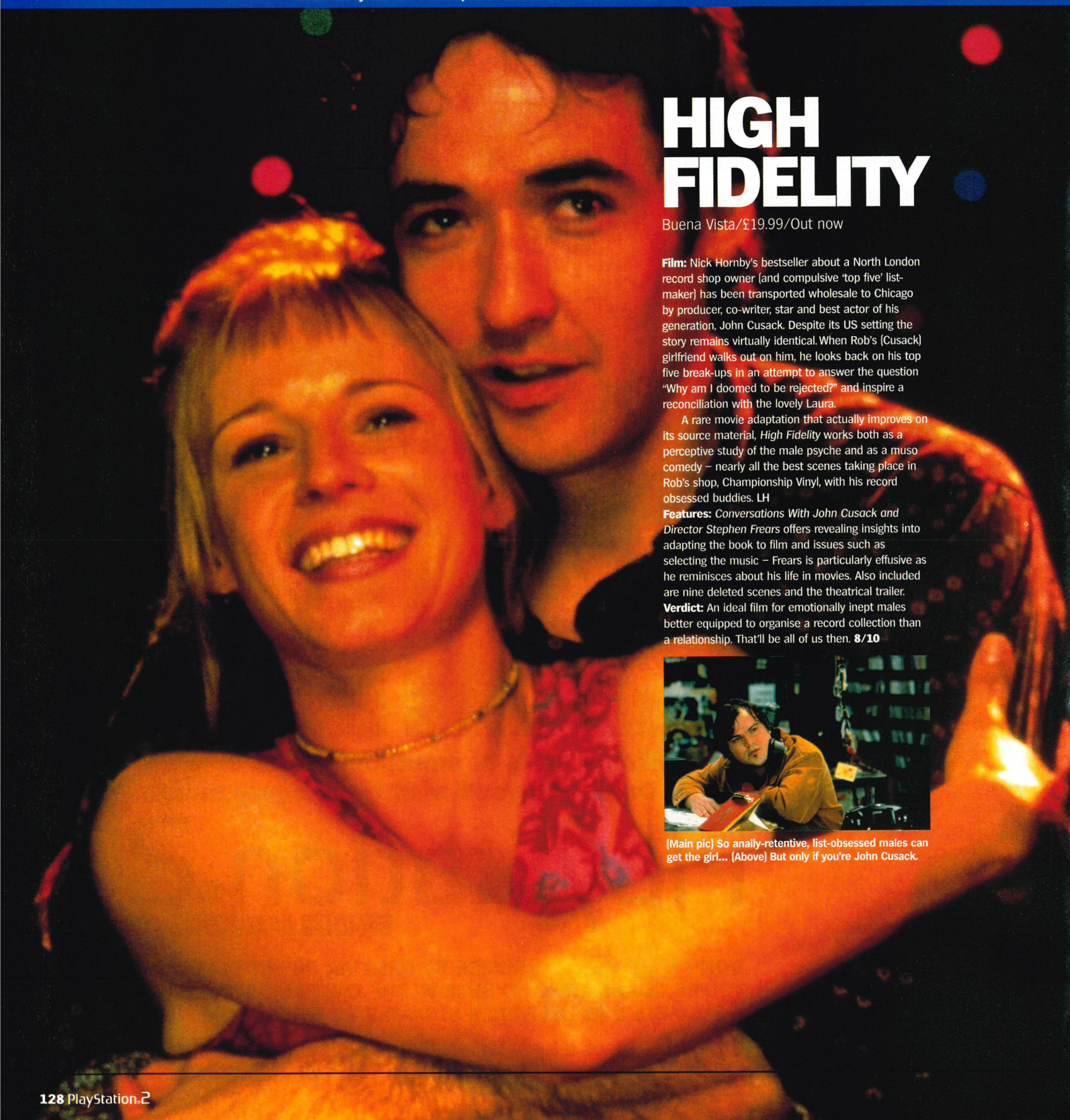
Edited by: Sam Richards

media

DVD/INTERNET/PRINT/MUSIC

PS2 doesn't just play games, you know. Here's some other stuff you might like...

Media text by: Lee Hart/Paul Fitzpatrick/Mike Goldsmith/Sam Richards



HIGH FIDELITY

Buena Vista/£19.99/Out now

Film: Nick Hornby's bestseller about a North London record shop owner (and compulsive 'top five' list-maker) has been transported wholesale to Chicago by producer, co-writer, star and best actor of his generation, John Cusack. Despite its US setting the story remains virtually identical. When Rob's (Cusack) girlfriend walks out on him, he looks back on his top five break-ups in an attempt to answer the question "Why am I doomed to be rejected?" and inspire a reconciliation with the lovely Laura.

A rare movie adaptation that actually improves on its source material, *High Fidelity* works both as a perceptive study of the male psyche and as a muso comedy – nearly all the best scenes taking place in Rob's shop, Championship Vinyl, with his record obsessed buddies. LH

Features: *Conversations With John Cusack and Director Stephen Frears* offers revealing insights into adapting the book to film and issues such as selecting the music – Frears is particularly effusive as he reminisces about his life in movies. Also included are nine deleted scenes and the theatrical trailer.

Verdict: An ideal film for emotionally inept males better equipped to organise a record collection than a relationship. That'll be all of us then. **8/10**

(Main pic) So anally-retentive, list-obsessed males can get the girl... (Above) But only if you're John Cusack.

Like the sound of *Pitch Black*? Why not try to win a copy of the DVD on page 142.

PITCH BLACK

Columbia TriStar/£19.99/28 May

Film: When a transport ship crashes on a barren planet the major concern for the survivors is the presence of convicted murderer Riddick (Vin Diesel) among their number. But after a total solar eclipse causes the pitch black of the title and unleashes a population of ravenous, nocturnal flying creatures their worries take on more of a 'staying alive long enough to get off this rock' nature.

Thanks to his years in prison Riddick has modified eyes enabling him to see in the dark, and the killer becomes the group's unlikely salvation as they race to their escape craft while trying to avoid becoming alien lunch. Incredible tension, partly due to the absence of stars leaving you with no idea just who will survive, some startling visuals on a shoestring budget and a magnificent anti-hero performance by the hulking Vin Diesel. **LH**

Features: Two commentaries and a short *Making Of* featurette based around on-set interviews with the cast and crew.

Verdict: The best sci-fi creature feature since *Aliens*. Great stuff **8/10**

Lucy, Cam and Drew prove it ain't easy being independent women.

CHARLIE'S ANGELS

Columbia TriStar/£19.99/21 May

Film: The sexpot crime-fighting trio finally get a big screen outing and although every schoolboy's favourite Angel, Jaclyn Smith has been cruelly discarded, we do get Cameron Diaz in a pair of Spider-Man knickers (truly, there is a God). Ms Diaz is joined by the kooky Drew Barrymore and the kick-ass Lucy Liu as the Angels are assigned to a kidnapping case and soon find themselves caught up in a scheme that threatens their boss, the faceless Charlie.

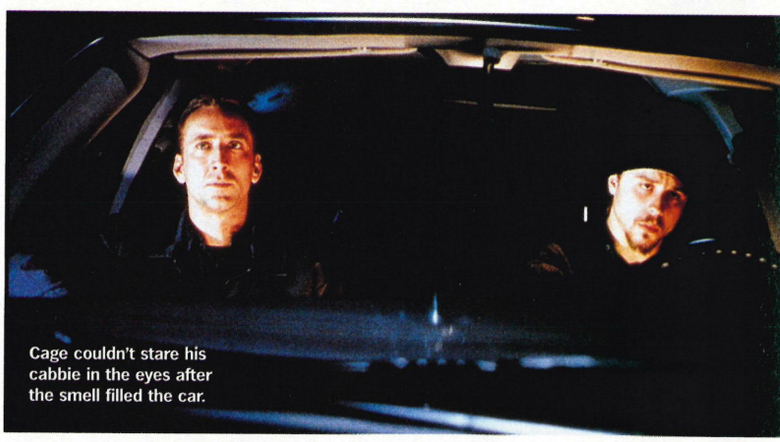
What would like to be an hilarious action comedy is in fact a misguided hotch-potch of eye-rolling, prat-falling idiocy with the occasional fight thrown in to ease the tedium. An embarrassing project for all concerned apart from the peerless Bill Murray as Bosley who never resorts to 'We're just so crazy!' acting. **LH**

Features: A feature-packed disc including five featurettes, the best of which is *The Master And The Angels* examining the training the girls underwent with top fight choreographer, Cheung-Yan Yuen.

Verdict: Stupidly attempts to parody a subject way beyond parody. **4/10**

Ah, we see Mr Chan has discovered the comedy banana skin...

PHOTO: KOBAL COLLECTION



Cage couldn't stare his cabbie in the eyes after the smell filled the car.

SHANGHAI NOON

Buena Vista/£17.99/11 June

Film: The year is 1881 and Chinese Imperial guard Chon Wang (Jackie Chan) is sent to the American West to rescue a kidnapped princess. Along the way he meets hopeless outlaw Roy O'Bannon (star in the making, Owen Wilson) who's much better at shooting from the lip than the hip, and the duo form an unlikely partnership.

With barroom brawls kung-fu-style, drunken horses and loved-up Injuns, the action and laughs come thick and fast in this hugely likeable culture clash comedy. Although no match for the knockabout brilliance of such Hong Kong classics as *Police Story*, this is easily Jackie Chan's best US starring vehicle to date and truly captures his unique comic appeal. **LH**

Features: Commentary by director Tom Dey and stars Owen Wilson and Jackie Chan (Jackie's contributions were recorded separately and he doesn't say much). Seven deleted scenes, most of which are just extensions of existing scenes. There are also seven featurettes including a *Making Of* with on-set footage; *Action Overload*, a montage of the movie's best stunts and set-pieces; and *Jackie's Comedy* featuring some typically amusing outtakes

Verdict: Bright and breezy buddy movie. Forgettable but fun while it lasts. **6/10**

GONE IN 60 SECONDS

Buena Vista/£19.99/11 June

Film: When Jerry Bruckheimer films have their tongue firmly ensconced in cheek (*The Rock*, *Con Air*) the result is often great swooping cinematic entertainment. When they take themselves seriously, as with dim-witted car chase thriller *Gone In 60 Seconds*, it's generally a one-way trip to a town called Flopsville.

The so-called plot has ace car thief Nicolas Cage stealing fifty luxury cars in one night to save his brother from the clutches of a mad British villain. Obviously this is just an excuse for lots of cool car chases but the film is so inept it can't even deliver on the action front. There's only one decent chase and even that pales in comparison to classics in *Bullitt* and *The French Connection*. Perhaps even worse, *Gone In 60 Seconds* somehow manages to make Angelina Jolie seem rather unappealing as a grubby mechanic. In every respect, this film is criminal. **LH**

Features: A load of short behind-the-scenes featurettes including *Stars On The Move*, a set of eleven interviews with the writer Scott Rosenberg, director Dominic Sena and the actors talking about the motivations for their characters (yeah, right).

Verdict: Windows smashed, wheels missing and propped up on some bricks. **3/10**

» ALSO RELEASED

The Elephant Man (Momentum/£19.99)/**Buffy The Vampire Slayer Season 2 Boxset** (Fox/£79.99)/**The Sopranos Series 2 Boxset** (Warners/£59.99)/**The Player** (Pathé/£17.99)/**Little Nicky** (Entertainment In Video/£19.99)/**Pokémon The Movie 2000** (Warners/£19.99)

"Damn that pigeon..." Clint gets ready to do some bird after appearing in most of this issue's Top 10 Western DVDs.

TOP 10 WESTERNS ON DVD

Red River
MGM/£12.99
Film: *Mutiny On The Bounty* set on the western plains as Montgomery Clift rebels against tyrannical cattle driver, John Wayne, during their cross-country journey. Macho dialogue, mass brawls and generous streaks of humour and pathos make *Red River* the quintessential cowboy movie.
Features: None.

High Noon
Universal/£17.99
Film: The Western as political allegory. Besides being a taut, gripping tale of a sheriff (Gary Cooper) standing alone against a vengeful gang of outlaws, *High Noon* is also a powerful condemnation of the McCarthy witch-hunts. Both in terms of story and subtext, this is masterful film-making.
Features: *Making Of* documentary. Trailers.

The Searchers
Warners/£12.99
Film: John Ford's greatest film featuring John Wayne's greatest performance as the racist cowboy, Ethan Edwards. His search for his niece, kidnapped by a Comanche tribe, spans several years and several Western staples. Classic status is earnt in its examination of a lonely, tortured psyche.
Features: Four featurettes. Interviews. Trailer.

A Fistful Of Dollars
Warners/£15.99
Film: Kurosawa's samurai epic *Yojimbo* interpreted as a Western by an Italian director (Sergio Leone) who shot the movie in Spain with a virtually unknown American actor (Clint Eastwood). The resulting 'Spaghetti Western' changed cinema forever and made Clint a superstar.
Features: Theatrical trailer. Information booklet.

For A Few Dollars More
Warners/£15.99
Film: The second in Leone's *Dollars* trilogy is a stunning revenge Western boasting another memorable score from Ennio Morricone, plus Clint and Lee Van Cleef as the coolest gunfighters ever to quick draw when the music stops playing.
Features: Theatrical trailer. Information booklet.

The Good, The Bad And The Ugly
Warners/£15.99
Film: The *Dollars* trilogy reaches its epic conclusion with Eastwood, Van Cleef and Eli Wallach caught up in the madness of the Civil War while searching for hidden gold. An extremely strong candidate for Best Film Ever Made.
Features: Theatrical trailer. Information booklet.

The Wild Bunch
Warners/£12.99
Film: The legendary line "If they move, kill 'em" just about sums up Sam Peckinpah's gloriously violent classic. Symbolising the end of America's westward expansion, the outlaw bunch are pursued into Mexico and bow out with the bloodiest finale in film history as they heroically take on the entire Mexican army.
Features: *An Album In Montage* documentary. Trailer.

High Plains Drifter
Columbia TriStar/£19.99
Film: A gunfighter - "Faster than you'll ever live to be" - drifts into town, paints it red and renames it Hell. He's the avenging angel of the Marshall whipped to death while the townspeople watched – and now it's payback time. A haunting masterpiece and probably Clint Eastwood's best film as a director.
Features: Production notes. Trailer. Filmographies.

The Outlaw Josey Wales
Warners/£15.99
Film: Yet another classic Eastwood Western. This time he travels across a post-Civil war America gathering a group of followers, killing the scumbags who murdered his family and gradually rediscovering his humanity.
Features: None.

Dances With Wolves
Pathé/£19.99
Film: His recent track record may stink like a rotting buffalo but Kevin Costner's Oscar-winning directorial debut is one of the best modern Westerns. A lyrical – if slightly patronising – tale of a US soldier adopted into a tribe of Sioux Indians.
Features: Commentary by Costner. Featurette. Trailer.

He's the black private dick who's a sex machine to all the chicks. John Virgo.

SHAFT

Paramount/£19.99/Out now

Film: A rehash rather than a remake of the Seventies blaxploitation flick (which has a reputation far exceeding its quality) this time Samuel L Jackson is the cool cat in the leather coat, John Shaft, nephew of the original badass cop. Sam seriously loses his cool when racist rich-kid Christian Bale buys himself out of a murder conviction for killing an innocent black man. Resigning from the NYPD in disgust, Shaft starts working outside of the law to bring the low down dirty punk to justice.

Dispensing with the seediness and 'sex machine to all the chicks' attitude of the original movie and replacing it with more violence and one-liners, *Shaft* 2000 is a better film than its predecessor while still failing to achieve anything like the soul of its unforgettable theme song. **LH**
Features: Two music videos, *Black Man* by R Kelly and an identical re-recording of *Theme From Shaft* by Isaac Hayes.
Verdict: Slick, violent thriller with attitude to spare but it's hard to actually like. **6/10**

"What's that you say? I'm just a NPC from *Red Faction*? Damn their eyes!"

TOTAL RECALL

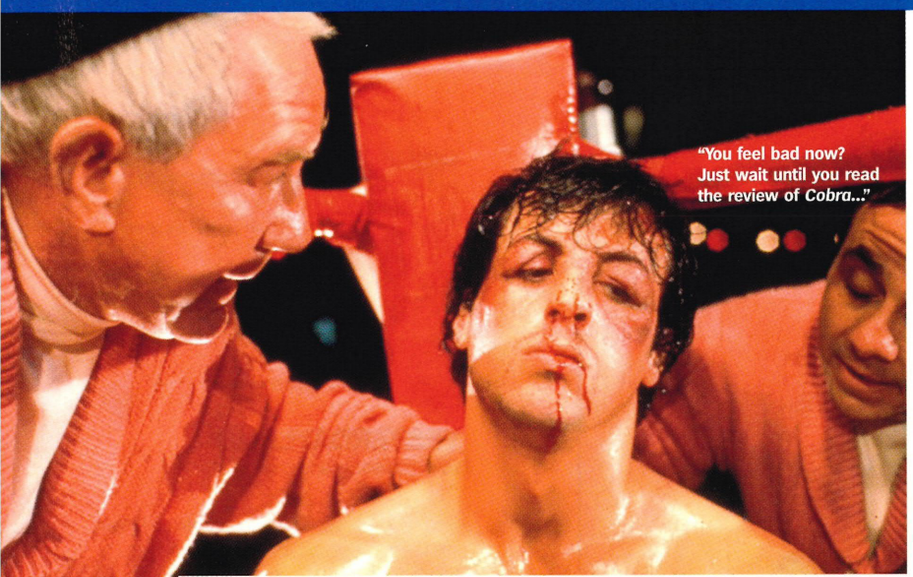
Momentum/£17.99/Out now

Film: Paul Verhoeven's sci-fi actioner (based loosely on Philip K Dick's short story, *We Can Remember It For You Wholesale*) is a typically outrageous enterprise from the demented director of such contrasting efforts as *Robocop* and *Showgirls*.

The mind-bending plot revolves around Doug Quaid (Arnie) who buys implanted memories of a package holiday to Mars only to discover that his true identity is that of a secret agent based on the red planet. With government forces keen to put a bullet in his huge cranium, Arnie escapes to Mars and investigates what turns out to be a huge conspiracy against him.

Making full use of his trademark gore and excess, Verhoeven crafts a superb sci-fi yarn with action, ideas and intrigue aplenty. Some of the special effects are starting to show their age a little but otherwise *Total Recall* remains a fine example of the genre. (This DVD is available separately or in a Schwarzenegger boxset with the comparatively rubbish *Red Heat*, *Raw Deal* and *Red Sonja*). **LH**
Features: Theatrical trailers and a *Making Of* featurette which interviews everyone involved – Verhoeven bubbling with crazed enthusiasm, Arnie somehow managing to take it seriously as usual.
Verdict: A triple-breasted mutant prostitute, a deformed baby soothsayer... Yes, it's Paul Verhoeven in his trademark over-the-top form. **7/10**

TEXT: LEE HART



"You feel bad now? Just wait until you read the review of *Cobra*..."

PHOTOS: KOBAL COLLECTION

If it moves, kill it. Arnie and Weathers let it all hang out in the Amazon.

ROCKY

MGM/£19.99/28 May

Film: The film that dragged Sly Stallone out of a career in embarrassing low-budget skin flicks and into embarrassing big-budget action flicks, *Rocky* is a fairly routine tale of a journeyman boxer struggling to make something of his life against all the odds.

The boxing scenes are utterly ludicrous – the lack of defence and constant vicious haymakers would leave the fighters braindead by the third round – and compared to other pugilistic movies such as *Raging Bull* and *Champion*, *Rocky* never really gets under the skin of the sport and its effect on the fighters. But viewed simply as a gritty melodrama it's impossible not to root for the Italian Stallion as he wins the heart of his beloved 'Adrian!' and gains self-respect in the ring. **LH**

Features: Behind-the-scenes featurette including footage of Stallone and Carl Weathers rehearsing their epic championship bout.

Verdict: As a poignant, human story *Rocky* will always be a contender. **7/10**

PREDATOR

Fox/£17.99/18 June

Film: Recruited by the CIA to rescue hostages held in a Central American jungle, Arnie and his team of macho mercenaries encounter a force far more powerful than any moustached guerilla fighters. He's a 7ft alien, extremely ugly and visiting Earth to hunt humans for sport. As the creature picks off Arnie's squad one-by-one, it comes down to a fight to the death between the alien and the Austrian Oak.

As pure and basic as stories get – essentially some blokes playing soldier in the woods with big guns – *Predator* cranks the tension right up to eleven and refuses to let the pace drop even for a second. From the first point of view shots hinting at the creature's presence to the thrilling face-off finale, your bottom will be glued firmly to the edge of the seat throughout. **LH**

Features: Only the trailers, which is poor for one of the best action films of the Eighties.

Verdict: A gripping action movie and Arnie's finest two hours away from *The Terminator* films. **8/10**

limp bizkit

new single 'my way' released in june

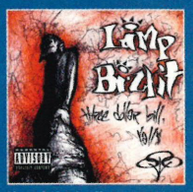
live bizkit

on tour in june

06 wembley arena
07 wembley arena SOLD OUT
09 glasgow SECC SOLD OUT
10 manchester arena SOLD OUT
24 national bowl, milton keynes SOLD OUT

also available

No.1 album featuring the smash hit single rollin' plus take a look around (theme from mi-2), my generation and my way



The all-new, all-singing Mogwai. The all-dancing bit comes later.

PHOTO: STEVE GULLICK

MOGWAI

Sega-loving Scots tykes play "nu-metal, but much slower."

Mogwai are in triumphant mood. "It's like we're about to go over the top and the other side is blindfolded and armed only with blunt sticks," elaborates frontman Stuart Braithwaite. He may well feel cocksure – *Rock Action*, Mogwai's third album of unravelling guitar noise and desolate mechanical beauty, has just gone to number two in the Japanese English-language music charts. That's one place ahead of Aerosmith and only one behind feather-cut rock colossi Bon Jovi. A kind of power ballad sandwich, if you will. The band are particularly pleased that this may mean more trips out East to stock up on gadgets such as the Casio wrist cams they all sport as uniform.

Still, despite Mogwai's Japanese success, their blank refusal to write quaint pop songs or even release any singles means they're not yet as popular here as Travis. So how would they describe their sound?

"We used to have loads of delay and two chords. We've still got loads of delay but now there are a couple more chords and a bit of singing." Braithwaite searches for a more poetic characterisation. "It's a bit like a monkey being raped by a robot," he decides. Right.

//"A monkey being raped by a robot" Stuart Braithwaite on Mogwai's sound//

The music press has coined the term post-rock in order to deal with groups who specialise in deconstructing traditional rock music structures, but Mogwai recognise no such catergorisation. "To us, post-rock means having a drink after a gig," deadpans drummer Martin Bulloch.

Mogwai can't even be defined as an instrumental band any more. As well as a guest vocal from Super Furry Animals' Gruff Rhys on *Dial: Revenge*, Braithwaite himself pipes up on a several *Rock Action* tracks for only the third time ever. No-one would claim he has the best voice in the world but it betrays a powerful plaintive quality as he sings about "spaceships over Glasgow". Braithwaite is noticeably reticent when analysing his own vocal performances, laughing off most enquiries. When he visits the bathroom, his bandmates elaborate.

"It seems to be a really personal thing," agree Bulloch and keyboardist Barry Burns. "He won't sing in front of us. The first time we hear the words and melody is on the record."

Fiercely independent, Mogwai like to do things differently. Instead of touring *Rock Action* around Britain, they chose to play a gig on the remote Scottish island of Bute. Back from the bog, Braithwaite contemplates the fact that newcomers might consider Mogwai awkward buggers.

"We don't shirk success," he counters. "We'd love to be on *Top Of The Pops* although I don't think they'd be keen on featuring one of our 15-minute songs. Still, any success means that we can buy bigger amplifiers and play louder." ☐ **SR**

Rock Action (Southpaw)

Mogwai's individual quiet-loud-quiet approach as honed to perfection on *Rock Action* may not seem like obvious game soundtrack material but the band have indeed left their indelible mark on the world of PlayStation. Admittedly Gremlin's *Actua Ice Hockey* was not the most high profile of PSone titles, but getting the terrifying *Like Herod* on any game soundtrack is some kind of result. They'd definitely like to do more.

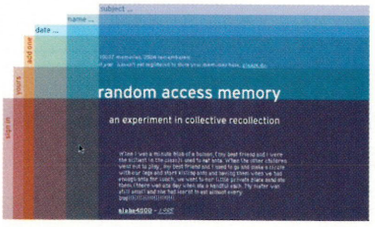
"We were actually approached to do something for the advertising campaign to *Resident Evil 3*," reveals Braithwaite, "but they offered us an insulting fee. Ultimately we'd like to do a game project where we wrote all the music, or at least one in which our music was a central part. Our mates Bis play the theme tune for the *Powerpuff Girls* – that's pretty cool."

"For now though," admits Burns, "we'll settle for a free PS2 and any of those new Sega games."

YESTERDAYLAND

www.yesterdayland.com

Yesterdayland's tagline is 'your childhood is here' and on closer inspection of this well put together site it appears to be no idle threat. Broken down into decades, Yesterdayland covers childhood obsessions from arcade games through fashion and TV to music, films and toys. All with enormous enthusiasm and all with the opportunity to enter your own comments or read those left by other browsers. The arcade game section is great. Not only does it give an eclectic run down of button hammering faves from the Seventies up, but also reveals what kids in the microprocessor free decades from 1930 to 1950 did for kicks. *Gran Turismo* fan? Check out the Drive Mobile from 1940 for a driving sim that pre-dates the motherboard by a long way. ☐ **PF**



RANDOM ACCESS MEMORY

www.randomaccessmemory.org

Far from being a tech-head cul-de-sac of nerd minutiae this Web site is in fact one of the most charming ideas to have risen above the rising tide of net related bilge out there. RAM is an interactive repository for people's memories on any subject they feel moved to write about. Log in and you'll be invited to write something you remember. Make your entry, give it a date, submit it and you not only start your own memory library, but your contribution becomes part of a huge cross referenced store of users' recollections worldwide which you can access and read. Some funny, some scary, some just plain bizarre, but always interesting. ☐ **PF**

THE TOP FIVE

Five movie Web sites with an edge.

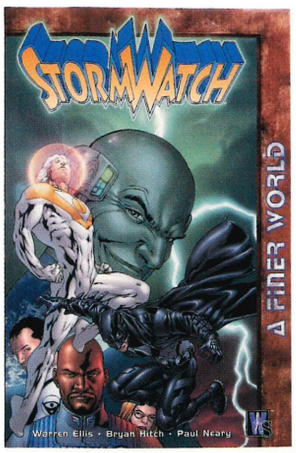
1. www.corona.bc.ca/films/mainFramed.html
The place for upcoming movie gossip.

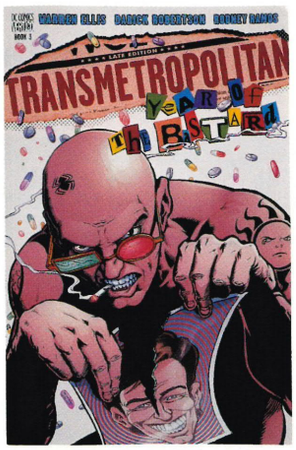
2. www.amazon.imdb.com
The Internet Movie Database. Essential review guide.

3. www.bensonsworld.co.uk
Great place to find and buy DVDs and videos.

4. www.capalert.com
Films condemned by the US Christian watchdog.

5. www.hollywood.com/stories/movies/reviews.html
Movie news straight from Tinsletown nag's mouth.





STORMWATCH: A FINER WORLD/TRANSMETRO POLITAN: YEAR OF THE BASTARD

Author: Warren Ellis/**Publisher:** Titan Books/**Price:** £9.99 each

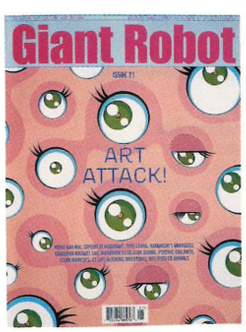
Two graphic novels, two completely different subject matters but one author – Warren Ellis. Just like fellow Brit scribes Alan Moore, Grant Morrison, Neil Gaiman et al, Ellis takes the spandex bread-and-butter of the US comics world and turns it on its nerdish face for all to see. But where as, say, Morrison takes superheroes and weaves epic tales of grandeur, Ellis just nails the bastards for the fools they are. *Powers* readers will know what we're talking about.

Which brings us nicely onto *StormWatch*, a compilation of the series that preceded his superheroes-as-sentinels tale, *The Authority*. It's searing stuff, riddled with sublime characterisation, intelligent storytelling and, for a man who hates superheroes, shedloads of four-colour action. Buy if you didn't the first time.

Transmetropolitan is a different bag, as the sub-title suggests. The story of outlaw future-journo and utter git, Spider Jerusalem, here is Ellis spitting bile at a future he's so obviously in love with but in the process creating a comic so damned funny you'll upchuck your lungs on contact.

Fact: Warren Ellis has just finished the script for brutal PC strategy title, *Hostile Waters*. Pray he comes to PS2. ☐ **MG**

Mags we like



GIANT ROBOT

Frequency: Quarterly/**Price:** $4.95
See: www.giantrobot.com

With a name like *Giant Robot* there's no prizes for guessing the seething cultural tenement this San Francisco based mag has its peelers trained on. This is the essence of Asian pop culture distilled through West Coast cool. Favouring disarmingly focused interviews, *GR*'s pages see US bands sitting cheek by Marshall stack with visionary Hong Kong director Wong Kar-Wai, whose insights into his new film flow into a photo led feature on street life in Vietnam. All without missing a beat. In love with the achingly hot, the mag's writers aren't afraid to mock their otaku obsessions while never letting their knowledge slip off the radar. Take their piece on the rise of Asian imports to the West. Any article that puts Hello Kitty in the same list as jungle warfare demands reading and respect. Elsewhere Asian haircuts, anime reviews, and bootleg *Star Wars* toys jostle for your attention. Given the quality and variety of the writing, this is far from a niche read for manga heads. Recommended in spades. ☐ **PF**

Gaming content: One page of reviews but with a sly wit and fully functioning barometer of cool.

**We bought our copy of* Giant Robot *while checking out* Tony Hawk's 3 *in the US. Prospective limey converts should log onto www.giantrobot.com for the subscription skinny*

TEXT: SAM RICHARDS

Peter Buck and REM prepare for another custody mugshot.

SLEEVENOTES

Using the power of your PS2 with this month's best CDs.

R.E.M. *Reveal* (Warner Bros)

Who? Veterans of rock brainfood return to terrorise melody-haters and aeroplane cabin staff everywhere. Some say *Reveal* is their best ever...

Highlights: The effortlessly uplifting likes of *Beat A Drum* and *Imitation Of Life* that you imagine Messrs Buck, Mills and Stipe fart out before breakfast.

Lowlights: A quick thought – *I've Been High* sounds a bit like Sting. Now, forget we said anything.

Verdict: *Reveal* is not quite the masterpiece of repute but as REM's most consistent album since *Automatic...*, you should own it as of yesterday. **7/10**

DEPECHE MODE *Exciter* (Mute)

Who? Synth pop geeks still believing themselves to be stadium rock lords after all these years.

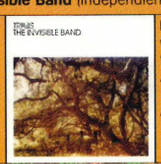
Highlights: Produced by Mark Bell (LFO, Bjork's *Homogenic*), the underlying electronics sound great. That's why the best tracks are the instrumentals.

Lowlights: The Mode's unshakeable pusuit of chestbeating pomposity. At least *Violator* featured some half-decent tunes.

Verdict: "You've been hanging from a rope of mediocrity," sings Dave Gahan on *Shine*. Hoisted by his own petard. **5/10**

TRAVIS *The Invisible Band* (Independiente)

Who? Third album from the politest men in rock. Previous LP *The Man Who* sold millions – even if most of them couldn't pick out singer Fran Healy in an identity parade.



Highlights: More wistful and Byrdsian than ever, *Sing* and *Afterglow* are really rather heartwarming. Ah, bless.

Lowlights: Travis are still struggling to find their own voice. As a result, a blanket of blandness descends once too often. Then there's *The Humpty Dumpty Love Song...*

Verdict: Ignore the simpering lyrics or the lack of melodic bite and you could swap this for REM's *Reveal* without anybody noticing. Not bad. **6/10**

STEREO MC'S *Deep Down & Dirty* (Universal/Island)

Who? Original UK hip-hoppers who broached the big time with their 1992 album *Connected*. Then they took a nap and woke up in 2001. The lazy buggers.

Highlights: The brassy, baggy funk of old still has the power to occasionally coax tired limbs into an ungainly gavotte. Everybody, waggle them fingers.

Lowlights: The Stereo MC's groove is well-worn. Clodhopping big beats, non-tunes like *Traffic* and the stench of Ian Brown preclude what could of been a glorious homecoming.

Verdict: Only Steely Dan can get away with returning after a decade's hiatus to sound exactly the same. *Deep Down & Dirty* is sooo last century. **6/10**

DESTINY'S CHILD *Survivor* (Columbia)

Who? Independent women and impossibly sassy pop goddesses, messing with the minds of impressionable males everywhere in more ways than one.

Highlights: Slick R&B and gospel pop is one thing; insane, enraged alien funk that steals from Salt 'N' Pepa and Baltimora's *Tarzan Boy* (*Nasty Girl*) is quite another.

Lowlights: Inevitably a slew of god-fearing Houstoneeque ballads spoil the party.

Verdict: Part shimmering soul sirens, part devious architects of untouchable future funk, catch the new Supremes before Beyoncé does a Diana Ross. **7/10**

» ALSO RELEASED

Tindersticks Can Our Love... (Beggar's Banquet)/**Sparklehorse** It's A Wonderful Life (Parlophone)/**Lone Catalysts** Hip Hop (BUKA/Groover Attack)/**Various Artists** People Get Up! (Harmless)/**Robert Miles** Organik (Salt Records)/**Hi-Tek** Hi-Teknology (Rawkus)

HARDCORE

Tips, tactics, tricks, cheats. Want to rip your new games to shreds? Welcome to the section that's strictly for the HardCore…

Well, I guess it had to happen. I'm writing to you from the bowels of Fortress *OPS2* once more. To be fair my colleagues did welcome me back with open hostility and a cattle prod, but they had changed my straw in the HardCore Nerve Centre/Mop Room during my 'sabbatical' and they've even bought a life sized hamster ball so I can get some exercise and daylight between tip sessions. And it's working, I must say. This month we've got a full guide to Konami's wonderful *ZOE*, hints for *4x4 Evolution*, *Knockout Kings 2001*, plus codes for *Oni*, *Sarge's Heroes 2* and *MDK2: Armageddon*. Only the best for the readers of *OPS2*. Please send files, wirecutters and your own tips to the usual address and have a good month.

Paul Fitzpatrick

Paul Fitzpatrick
Staff Writer

HELP ME!

If you've got any special requests for tips, hints, codes or advice (providing it exists) I'm your dutiful manservant. In fact it's just lovely to know there are people out there who know my name. One day I might be able to join the happy people like you. For now I'm content to just lend my services to make your gaming life that bit more enjoyable: Write to me at: **Hardcore, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Electrical cyberpost to **PS2@futurenet.co.uk.**

ZONE OF THE ENDERS

You've read the review, you've played our exclusive demo. Now gorge your gaming belly to waistband bursting point on this indispensable guide to the full game. Bon appetit!

GENERAL TIPS

1. When you enter a new area be sure to deal with the highest ranked mech first (it will be marked with '+'). This is the leader, and destroying it will remove the lower ranked opponent's battle structure. Disorientated, they will now be easier to take out. You may want to leave an enemy marked by 'M' for the end since they are carrying Metatron and you may need it to make some repairs post carnage.

2. Don't use Metatron unless it's absolutely necessary. You have no means of stockpiling the ore and you can't afford to waste it.

3. Remember, your right analogue stick is used to fine tune aiming. This is handy for tackling porters or once you've equipped the sniper gun.

4. Levels of Metatron ore and ammo tend to remain static, so if you're running short, return to an area where you got it before and it should have respawned. Simple.

5. In Area Change mode, keep an eye on the map for question marks. They denote the location of a 'Mummy' item ripe for the picking. Perfect if you're still getting the hang of Jehuty's controls.

6. It's nigh on impossible to stop all environmental damage (and in the plus column, it's fun) but the less level damage you do, the better your final game grade. Damaged buildings will stay that way if you leave and return to an area – so if you care about real estate you'll need to think about where you fight as well as how to.

7. You have to finish the rescue missions in order to receive the second ending theme. Once rescue missions have opened up, you have a limited amount of time to finish them, so get stuck in as soon as possible.

8. When range numbers begin to appear on screen on the large map, immediately enter the area. You'll be spared damage and save time.

9. Use your speed. Stop to charge up your dash burst, fire and dart off again. And what's true at a distance is even more so when you have to come in close to engage enemies. Nip around the back and attack while the enemy is turning to re-engage.

COMBAT TIPS

1. There's really no need to use 'block' when being attacked. If you're constantly moving and particularly if you make heavy use of 'dash' you're unlikely to need it except for final showdowns with the larger bosses, or if you need a moment to reassess how to tackle multiple targets.

2. Always use the dash attack. The only reason for standing still is to charge up your plasma ball attack (which you do by pressing 'dash' when stationary). Likewise use your dash when moving. It makes you a much harder target to pin down. There's also no need to aim your weapon if you're locked on. Remember, just attack, dash, attack, dash…

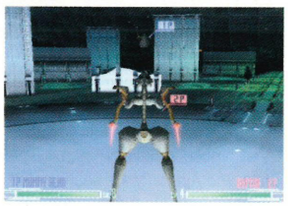
3. To reduce the potential for costly, grade compromising collateral damage, always use melée attacks. Try luring enemies with ranged attack capabilities to areas by mountains or over rivers or bridges. They cannot be levelled, so they're fine locations to use the impressive grab and throw attack. If you must use grab and throw in a built up area, then see if you can kill two mechs with one throw by launching one at another. Very satisfying. It's also worth engaging multiple squads in order to lure them to a safe area before using melée attacks to destroy them.

4. The sniper weapon is not the most powerful, but does have its uses. First off it's the only piece of hardware that can pierce force fields. Secondly, you can weaken huge enemies from a distance before they're in range to do you any harm at all. This method won't work with Special Class units however. S-class units are tougher than their counterparts and smarter. They also have better weapons than regular units.

5. Cyclops units can't damage buildings, so if you're going for good grades, destroy Raptor and Mummyhead units first to reduce the collateral.

6. Mummyheads' force fields drop only when the unit is firing its beam weapon or ball cannon. If you're feeling brave you can dash in at this point and take on the frame at close quarters. Failing that, the most effective way to destroy Mummyheads is to use your burst attack from a distance. This keeps you away from the beam weapon but does increase the amount of time it takes to mortally cripple the opponent.

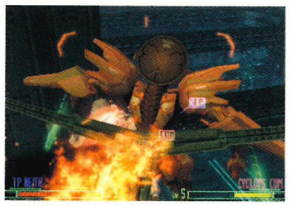
ENEMY TYPES



RAPTOR

The pawn of the mech world. Shouldn't give you much hassle although at higher levels they are good at blocking attacks. They are the only opposing units with ranged *and* melée attacks.

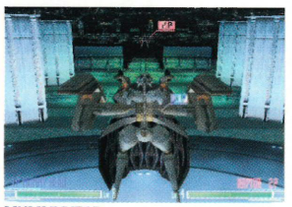
Basic Attack: Single-sword slash, Javelin
Medium Attack: Double-sword slash, Geyser
Advanced Attack: Bounder



CYCLOPS

This is a tough puppy that specialises in melée attacks and is fond of close quarters slugging. Most dangerous in numbers on the higher levels, when taking them on can be like taking on a crowd in a particularly nasty street brawl.

Basic Attack: Punch
Medium Attack: Uppercut, dashing punch
Advanced Attack: Haymaker



MUMMYHEAD

Unlike the Cyclops this one has only ranged attack capabilities. They're slow, but on higher levels make up for that with durable shields that make them tough to destroy.

Basic Attack: Phalanx
Medium Attack: Beam Cannon
Advanced Attack: Ball Cannon

BOSS MECHS

From Tempest through Tyrant to Neith, the boss mechs in *ZOE* have distinct and largely predicatable attack patterns. You'll find how to defeat each one with the minimum of fuss over the page in their respective mission finales.

WEAPONS

Your Jehuty's default weapons are usually all you will need to get by, but you've got a hard heart if you're not tempted by some or all of these.

1. JAVELIN
(DRIVER LOCATION: TOWN.1)
A short range energy weapon. About as easy and as fun to use correctly as its real life sporting namesake.

2. GEYSER
(DRIVER LOCATION: CITY.1)
These emit energy spikes that detonate mines when an enemy passes through them. Very useful in tight spaces or close to the ground.

3. BOUNDER
(DRIVER LOCATION: MOUNTAIN.1)
Does what it says on the tin. Not accurate, but fun to launch. It ricochets off surfaces until it hits an enemy.

4. PHALANX
(DRIVER LOCATION: TOWN.2)
Rapid fire energy shots. Fast but far from accurate. Again good for filling tight spaces with unit knackering energy.

5. HALBERD
(DRIVER LOCATION: EPS.1)
An energy sword. This is unwieldy and won't target opponents. Oh, and it compromises your Jehuty's agility. Boo.

6. COMET
(DRIVER LOCATION: CITY.2)
Short range, homing energy ball. Takes an age to fire, but effective if you've got the time.

7. GAUNTLET
(DRIVER LOCATION: EPS.2)
Fast, powerful energy shot. *This* is useful and effective.

8. SNIPER
(DRIVER LOCATION: TOWN.2)
Very long range weapon, but weak with it. See Combat Tips above. You will need this to finish the game.

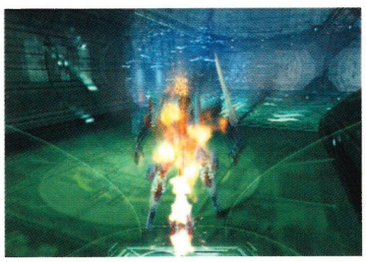
9. DECOY
(DRIVER LOCATION: FACTORY.2)
Self explanatory defensive weapon. Again, necessary.

10. MUMMY
(DRIVER LOCATION: INSTALLS UPON DISCOVERING AMMO)
This heals Jehuty and is the only storable repair system.

COMPLETE GUIDE

STANDARD MISSIONS

Spoiler zone! Far from standard, missions are the meat and two veg of *ZOE* covering everything bar the rescue missions. And they're waiting over the page...



1. INTRODUCTION
(HANGAR/FACTORY.1)

■ Inside the hangar you'll immediately face a Level 1 Raptor. Destroy it, go through the tutorial. Pick up the Metatron, then follow the marker out of the building to FACTORY.1. Tackle the pairs of Raptors and Mummyheads outside and you'll come up against über anti-heroine Neith. She's not a full-on boss and will scarper after a few well judged attacks. Follow the pointer to the local server and pick up your first driver, 'monitor.fcmd'. This gives you access to your maps and menus. There'll be another short tutorial and then on to fighting. You can destroy all squads if you want to, but it's not essential. You do however need to wipe out the squad with the passcode. Then access the server to receive 'global.fcmd.' You'll now be able to change areas which opens up the game.

2. TEMPEST
(TOWN.1)

■ Tempest is the first real boss. He's powerful, but not exactly imaginative in the attack department. Keep wearing him down and dodging or blocking his attacks from a distance, until his health meter drops to half. Of course if you want to protect the buildings around you (and go for a high grade) you're going to have to attack him at close range. At this point Tempest will jump up, pepper the air with a volley of shots and then stamp down on the city beneath him. As soon as you can, come in and attack him at close quarters if you haven't already started to do this. He'll poke his head up from its protected position upon which you should alternate dash evasive manoeuvres and burst shots until he's a goner. You can either leave straight away after this – which will trigger the first Rescue Mission – or stay on long enough to mop up the remaining squads of mechs.

3. ANTILIA
(FACTORY.1)

■ Destroy the squad with the passcode, then hit the local server to pick up 'antilia.info,' which contains the information for your next mission.

4. EPS ACCESS
(VARIOUS LOCATIONS)

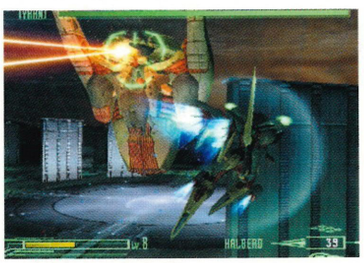
■ Visit CITY.1. Then head to TOWN.2. Shoot the porters (those little purple floating things), then grab the 'sniper.drvr.' Now head back to CITY.1. See those dots on the central rotating tower? Shoot all eight of them with the Sniper. The second rescue mission (TOWN.1) opens up at the beginning of this chapter.

5. EPS DESTRUCTION
(VARIOUS LOCATIONS)

■ Go to EPS.1. Check your map. Find the white arrows at the edge of the map. They mark a tunnel entrance. Go into the tunnel, then follow the yellow arrows. Each room contains an opponent. Don't take the fork just yet. At the end of the tunnel, you'll see the EPS generator. You need to blow this up so find the spinning turbine and shoot that. Next up go to EPS.2. and repeat the above process to find and enter the tunnel marked on the map. When you emerge you'll face a squad of S-Class Cyclops. Keep on your toes, dash everywhere and take them down. Do that and you'll receive a password. Now go to TOWN.1, and take out the S-Class Mummyheads with the second control password. This is no mean feat, but if you get in close and try and destroy one at a time (preferably by dodging and attacking from behind) you'll be okay. Take a breath, change your underwear if required and fly back to EPS.1. Re-enter the tunnel. Take the fork (at last) and at the end of the tunnel, you'll access the server to receive the Raptor control program. But now you need to find a downed Raptor. Go to TOWN.2. and in the middle of the area you'll find two downed frames one of which is a Raptor which will kick into life as you approach it. Now you're playing a Level 4 Raptor. You'll be automatically sent to EPS.2. Go down the tunnel and once again destroy the enemies in the rooms. Take the first fork, and pick up a detector at the server which allows you to see the invisible porters in the area. Go back to the junction, and go straight. Shoot the black rectangle at the dead end until it's destroyed and then do the same to the EPS generator.

6. ADA IN DANGER
(VARIOUS LOCATIONS)

■ Head towards MOUNTAIN.1. You'll get shot down. Before hitting MOUNTAIN.1, the rescue mission in TOWN.3 opens up. Arriving at PARK.1 come up against the boss known as Tyrant. ADA, your Jehuty's battle computer has been infected with a virus, so this is not a fight you can win. Get out of there as quick as your ailing mech legs can carry you or it's curtains. After you leave PARK.1, the rescue mission at CITY.2 opens up. Now go to FACTORY.2 avoiding all enemy units unless you're feeling extremely cocky. Don't forget you're ill. Enter the tunnel and fight the Level 1 Raptor. You can now access the server on the left for the vaccine. With ADA back on top form you're ready to fight the good fight again. You cannot access the server on the right just yet. Leave the tunnel and the area.

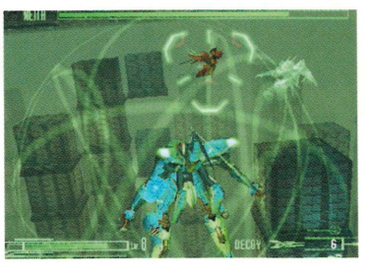


7. DOWN WITH THE TYRANT
(VARIOUS LOCATIONS)

■ The last rescue mission at CITY.1 will open up now. Go to CITY.2 and take out the squad with 'pass_decoy1.' You can also destroy the porters to get the Comet passcode. Move on to TOWN.3. You'll find that all the enemy mechs are cloaked so you can't target them. Go back to EPS.2 and go down the tunnel. Tackle the Raptor you controlled back when you were destroying the EPS generator and once defeated, you'll receive his detector. Destroy the porters for the Gauntlet passcode and get the driver from the server. Go back to TOWN.3 and get the second passcode. Return to FACTORY.2 and access the server on the right from the end of mission six. You now have the Decoy. Leave the tunnel and destroy the porters to get Decoy ammo. Double back to PARK.1 and fight the Tyrant. The safest way to do this is to use burst attack until you really get on his wick and he targets you. Yup, that's what that large red circle means. If only you had a decoy. But wait, you do! Launch it and Tyrant will lose his lock on you. Keep doing this until he transforms. He'll charge at you but when he stops, use your burst attack again or use the Gauntlet.

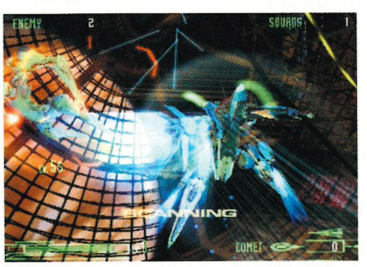
8. THE MOUNTAIN
(MOUNTAIN.1)

■ Take the left fork first if you want to pick up the Bounder. All the squads here are of a high-level, including some S-class and team leaders. Keep going down the river until you reach the last tunnel, beyond which you'll have to fight Nebula, the boss. Simply dash attack him until he changes form, but be careful of the satellites that spew out. Once he eventually transforms, he'll most likely lunge into the ground and attack you with all sorts of unpleasant weapons including yet more satellites and energy draining spheres. Keep a stiff upper lip and attacking until his tail is targeted. This is a good sign. Hit it with a few burst attacks and Bob's your knackered orbital frame. As it were.



9. FINAL BATTLES
(WAREHOUSE.1)

■ At WAREHOUSE.1, you'll fight Neith again but this time she's not going to peg it after a few hits. She's powerful, fast and tenacious but if you keep plugging away at her with Gauntle, eventually you'll win the day. You will probably take a lot of damage. It's better than the alternative which involves a lot of dodging and takes forever.



10. FINAL BATTLES
(HUB.1)

■ To complete this you have to defuse four bombs. There will a brief period while ADA scans for each one, at which time you should tackle the high level squads. Once you locate the bombs, though, you have only a minute to defuse or destroy each bomb. Shooting it is easier, but you'll take a lot of damage. The other option is to grab it and wait as a defuse time bar counts down to zero whereupon the bomb is safe. Repeat until all four are neutralised. Be careful though. If you're attacked 'mid-defuse' you've got to start over, and if the bomb is hit by a stray shot it will explode and likely make mince-mech out of you. The best way to prevent this is to attack all melée units during the scanning process, then destroy the Mummyheads with time you have left. However, once ADA has detected a bomb you need to focus on that, so break off any fight you're currently in the middle of. You can return to the mechs during the next scanning period. Once that's over you'll fight Neith in her final incarnation. The key here is to fight at close range. It's messy but you need to 'dash slash' her until she's finished. Period. And so to the final battle. Anubis cannot be beaten since he can teleport and has a forcefield. Unfair? Possibly. All you have to do though is hang on in there and curiously, when your health meter dips to zero, the game will take control and finish up. And that's that. The end.

ZONE OF THE ENDERS continued

RESCUE MISSIONS

Rescue missions don't need to be done to finish the game, but they're the key to those all important final game grades.

GRADE	CRITERIA
A	100% population saved, less than 10% property damage
B	100% population saved, more than 10% property damage
C	Less than 100% population saved
D	Less than 50% population saved
E	Nobody survives.
F	You fail to insert *ZOE* game disc into PS2 successfully and trap your fingers in the sliding tray

General combat tips apply to Rescue Missions. In fact, the only extra piece of information you need to be aware of is that these missions also have a time limit.

1. TOWN.2
Draw off all mechs to an unpopulated area and destroy.

2. TOWN.1
Damage to the town will cost you dearly. Draw Tempest towards the river and engage him at close range only. Do the same for other squads.

3. TOWN.3
Destroy the roaming squad first. The others will remain stationary until you move within detection range. Position yourself in the river and use the sniper weapon to activate each squad. Then they'll come to you. For the last squad you need to go to the main street, snipe at it and then lead the mechs back towards the river.

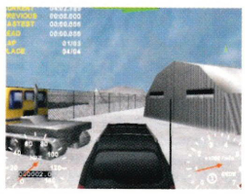
4. CITY.2
ADA's got a virus but the units are all level one so relax. Stay above the Raptors so they won't use Javelins, but otherwise this shouldn't prove to be too taxing.

5. CITY.1
You should take on the Raptor squads first because they're going to be preoccupied with attacking the tower before they turn their unwelcome attentions on you. Bag them, then go for the Mummyheads. Show no unnecessary mercy in the summary disposal of.

4X4 EVOLUTION

HIDDEN CURRENCY

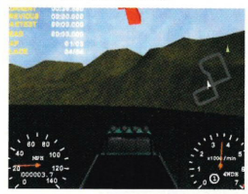
How to make some easy money cross country style. Note: Amounts will widely differ depending on the value of the race. The higher the prize money, the greater the stash of hidden loot.



Arctic Wasteland
Pass checkpoint two but continue straight instead of following the track. Drive between the hangars you come across and continue straight across a small lake. Back on dry land and ahead of you will be an American flag. At the base of this is another hangar. You'll find a useful chest full of dollars right next to the hangar.

Arizona
Go straight to checkpoint six. (It's easiest to do a U-turn at the starting line.) Go straight over the tracks over the mountains and you'll come to a little town there. The smackeroos are secreted here.

Black Gold
Immediately after you go through checkpoint six, keep following the trail. You will see a bridge once you go down the hill. Go over the bridge. Just before you get to checkpoint seven and to the right there is a fenced area with a oil tanker truck in front of the entrance. A chest brimming with crispy simoleons is to the right side of this fenced area.

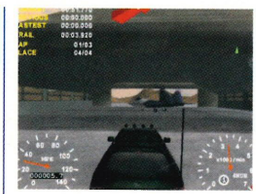


Crazy 2000
In the last turn before finish line run, go straight into the water. A box of dead presidents is under water by the far edge of the pond. It is obvious and easy to find.

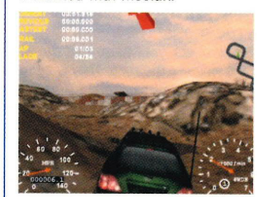
Farm Road
Just after the race starts you'll see a lake with a wooden framed, elevated train track above it. The hidden spondoolicks are located under this frame in the middle of the lake, so close the sun roof.

Laguna Del Sol
After checkpoint one and to the right you'll see three small islands. On top the third island (the one with the most trees) is a chest containing a wad of greenbacks. Bag 'em and giggle like a maniac.

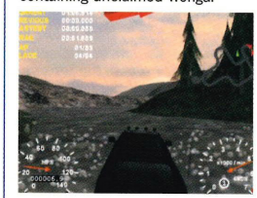
MotorCross
Between gates five and six on a hill to the left you'll see a portaloo by some tents. Look inside for a fist full of shiny new clams.



Restricted Area
Go straight when you pass through checkpoint five. After a little driving you will reach an aircraft hanger with a jet fighter inside. In the corner of the hanger is a box crammed with moolah.



Salvage Wasteland
After checkpoint two, make the jump. Instead of hooking a right to checkpoint three, turn left. You will enter another fenced in area with mounds of earth. Here be a chest containing unclaimed wonga.



Silverton Pass
Just before you reach checkpoint seven, stop in the water. Turn left and keep to the left at the fork. Do You'll see a small rock jetty on your left. In the small pool beside it is a box of benjamins.

Treasure Bay
After you start the race go over to the beached tanker boat to the right, and drive around on the water side. You'll discover another chest crammed with 'the mean green' in the hull.

Truck Stop 101
Pass the starting line and immediately take a left and drive straight until you reach a highway. Turn right keeping off the road (but just below the hill that runs along the highway) for about 40 yards. There should be a big dip next to the road within a few hundred metres. Down in the lowest part of the dip is a box bursting with 'rocks'. This is easy to miss if you're bombing down the road.

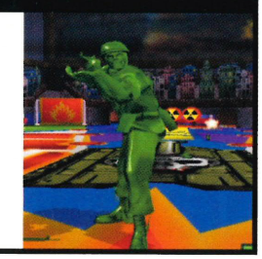
ARMY MEN: SARGE'S HEROES 2

Just in case injection moulded living is not all plain sailing for you here's how to melt away all your frustrations and get where you want to be.

Level select: Enter FREEPLAY as a password
All weapons: Enter GIMME as a password
Invincibility: Enter NODIE as a password
Invisible: Enter NOSEEUM as a password
Tiny mode: Enter SHORTY as a password
Big mode: Enter IMHUGE as a password
Debug info: Enter THDOTEST as a password

LEVEL PASSWORD

Boot Camp	BOOTCAMP
Dinner Table	DINNER
Bridge	OVERPASS
Refrigerator	COOLER
Graveyard	NECROPOLIS
Tan Base	MOUSE
Revenge	ESCAPE
Desk	ESCRITOIRE
Bed	COT
Plasticville	BLUEBLUES
Toy Shelf	BUYME
Cashier	EXPRESS
Toy Train Town	LITTLEPEOPLE
Rocket Base	NUKEM
Pool Table	EIGHTBALL
Pinball Machine	BLACKKNIGHT



ONI

Come and feast yourself at our *Oni* code buffet. Get as much or as little help as you need or just use the mission tips to give you an advantage in Konoko's war against the evil Syndicate.

Codes
While in the game activate the Data Menu (SELECT), highlight the Help section, enter the code you require, then either enter another code or exit the Data Menu. To undo a code repeat the process.

Stronger Hits
L2, L1, L2, ○, ○, □, R3, L3, ○, □

Giant Konoko
L2, L1, L2, ○, ○, □, R3, □, ○, L3

Invincible Konoko
L2, L1, L2, ○, ○, □, R3, L3, R3, ○

One Hit Kill
L2, L1, L2, ○, ○, □, L3, R3, ○, □

Full Ammo and Hypos
L2, L1, L2, ○, ○, □, ○, ○, ○, R3

Win Level
L2, L1, L2, ○, ○, □, L3, R3, L2, L1

Infinite Ammunition
L2, L1, L2, ○, ○, □, L2, L2, L1, L3

Invisibility
L2, L1, L2, ○, ○, □, L1, R3, L2, L3

Big Head
L2, L1, L2, ○, ○, □, START, ○, ○, START

Mini Konoko
L2, L1, L2, ○, ○, □, L3, R3, □, ○

MDK2: ARMAGEDDON

Slow motion Max: While playing as everyone's favourite cyborg dog hold R2 and press ↑X5
Kurt in boxer shorts: Hold L2 + R2 and press □x2, △, □ at the main menu
Matrix camera mode: Press START to pause, then hold L2 + R2 and press ○, ×, ○, ×
Crazy camera views: Press START to pause, then hold L2 + R2 and press ×, ○, ×, ○
Fart sounds from Doctor Hawkins: Begin playing as Doctor Hawkins, then press L2 + R2 + L3 + R3
Detach camera: Press START to pause, while holding down L2 and R2, press ○, ×, ○, △

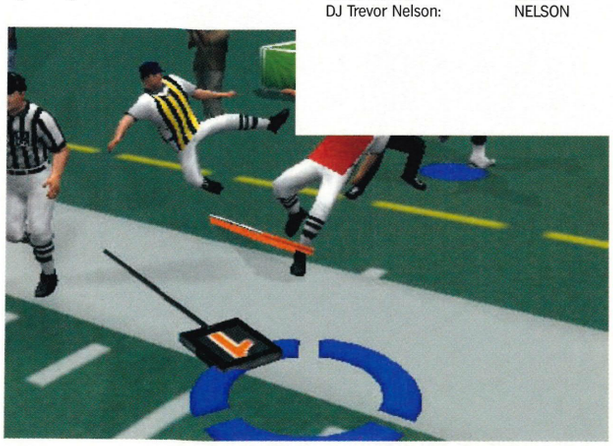
KNOCKOUT KINGS 2001

Positively unsporting illegal moves and a host of hidden boxers for you to access. The Marquess of Queensbury would be spinning in his boxer shorts.

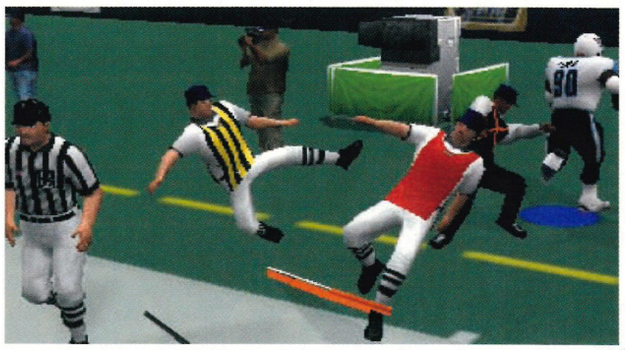
ILLEGAL MOVES
Bite opponent's ear: Press L1 + R1 to clinch your opponent. Then, press □ + × + △ + ○ to chow down.
Illegal kick: Press △ + ○ + × + □ during a match to illegally kick your opponent in the midsection.
Illegal head butt: Press R1 + R2 and hold △ during a match.
Illegal low punch: Press R1 + R2 and hold × during a match.
Illegal kidney punch: Press R1 + R2 and hold ○ during a match.
Illegal elbow: Press R1 + R2 and hold □ during a match.

EXTRA FIGHTERS
To fight as the following, enter the appropriate name in capitals for a created boxer in Career Mode.

Ashy Knucks:	MECCA
Barry Sanders:	MRBARRY
Bernardo Osuna:	OSUNA
Chuck Zito:	ZITO
Charles Hatcher:	HATCHER
David Bostice:	BOSTICE
David Deflagbon:	DEFIAGBN
David DeMartini:	DEMART
Jason Giambi:	JGIAMBI
Joe Mesi:	BAILEY
John Botti:	JBOTTI
Junior Seau:	JRSEAU
Muhammad Ali:	SBATISTE
Owen Nolan:	OWNOLAN
Ray Austin:	AUSTIN
Steve Francis:	STEVEF
DJ Trevor Nelson:	NELSON



MADDEN 2001



Always win coin toss: Press START before anything appears on the coin toss screen.

Always get the onside kick during kick-offs: Turn off the penalty for kicks not over 10 yards. Hold ← and continuously press ×. Your players will recover the ball, because it will only travel about six yards with your opponent nowhere near. Also when onside kicking, always get the ball by moving the arrow all the way left and down. Your team will always recover it. By doing this you can keep the ball the entire game as long as you don't fumble or throw an interception or a safety.

Challenging a play: You cannot challenge a play on your own. On very rare occasions you will be asked after a play if you would like to challenge a questionable call. On these occasions it's usually due to a player running out of bounds.

Block punts: Select 'Punt Block', then move three men over to the left, starting with the first man to the right of the centre until the end man is not lined up on the safety any more. If done correctly, the three men moved should be blocked on the left end, and the Strong Safety and the Running Back/Full Back should run in unblocked to stop the punter before he kicks the ball. Select the Strong Safety and run at the punter as fast as possible when the ball is snapped. Substitute a fast Strong Safety on defensive subs on the punt block play for success.

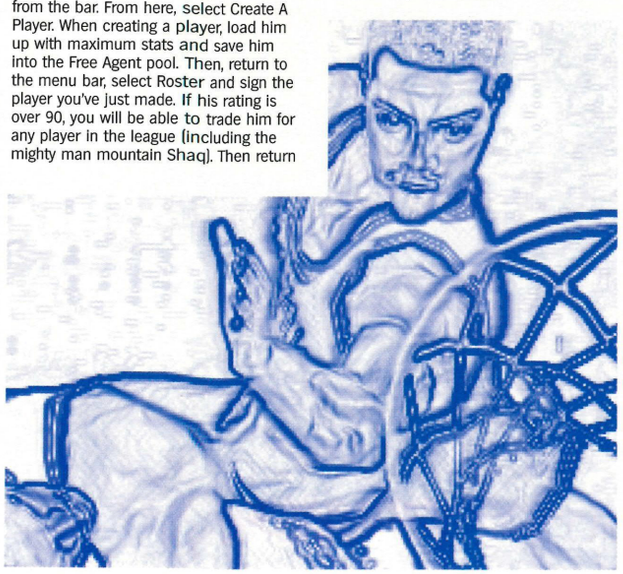
Knock down people on sidelines: At the start of a play, run towards one of the sidelines and go slightly out of bounds. When the play begins, run up and down the sideline. After the play has finished, go to 'nstant Replay. Go to the appropriate sideline and watch the player you controlled. Sometimes in the replay your player will knock over the coaches and the people carrying first down markers.

NBA LIVE 2001

Concerned that the Harlem Globe Trotters are getting a bit long in the tooth? Worry not gentle gamer. Now you can have the cream of the basketball world playing for you.

CREATING A DREAM TEAM
In *NBA 2001 Live*'s Season mode it's tough to trade for players when you don't have some existing talent to swap. And because the game only allows player for player trades, you may not want to lose your most talented players to improve your squad. There is however a great way to get around this. What you need to do is go into Season mode, press ○ to bring up the menu bar and pick Roster from the bar. From here, select Create A Player. When creating a player, load him up with maximum stats and save him into the Free Agent pool. Then, return to the menu bar, select Roster and sign the player you've just made. If his rating is over 90, you will be able to trade him for any player in the league (including the mighty man mountain Shaq). Then return and repeat the process until you have all of the players you want. Pity for future opponents is of course optional.

MAKE SUPER STAR EVEN BETTER
At the Main Menu screen press ○ to open the Active Menu. Choose the Roster option and then select Edit Player. If your Create A Player List is empty a Super Star will automatically load up. You are now able to make the player's stats better by hitting R2 at the Edit Player screen. If you want a different player go back to the empty Create A Player List by selecting R2. Press START and max up someone else's stats. Do remember to save once you're done.



RC REVENGE PRO

You may be able to stand on them and drop them on their roofs, but can you race remote control cars and boats to victory? Well, can you? If the answer is no, or if you simply want to try out the skull car without having to unlock it the hard way help is at hand, and at the end of this paragraph. Just enter these codes at the Main Menu.

Unlock all cars
L1, L2, R1, R2, ○, □
Unlock all tracks
L1, R1, R2, □, ○
Unlock the next cup
L1, R1, R2, L2
Quick start
Press × immediately when 'Go' appears during the pre-race countdown.

OPERATION WINBACK

Put the 'win' firmly back in, well, *WinBack* with this clip full of codes. NB These need to be entered before the Demo mode kicks in. If you've got it right you'll hear the sound of a Pigmy Armadillo breaking wind. Okay. You'll hear a gunshot.

Trial mode: Quickly enter ↑, ↓x2, →x3 , ←x4, then hold △ and press START at the Press Start menu to unlock trial mode. This mode allows any level in the game to be played instantly.

Max pPower mode: Quickly enter L1, R2, L2, R2, L2, △, ○, △, ○, then hold L1 and press START at the Press Start menu to unlock max power mode which provides all weapons and unlimited ammunition.

Sudden Death mode: Quickly enter L2, R2, L2, R2, ○, △, ○, △, then hold L1 and press START at the Press Start menu to unlock sudden death mode. This allows opponents (and your character!) to be killed with one hit. Alternatively, enter L2, R2, L2, R2, △, ○, △, ○, then hold L1 and press START at the Press Start menu.

All multiplayer characters: Quickly enter ↑, ↓x2, →x3, ←x4, then hold ○ and press START at the Press Start menu. Alternatively, successfully complete the game under the Easy and Normal difficulty settings. After all characters are enabled, all of the middle row characters have special weapons (unlimited ammunition, but cannot place back toward wall), and Dan will have a special pistol.

POWER PRESENTS

Get a PlayStation 2 now and...

DANCE WITH THE DEVIL

Why DEVIL MAY CRY is the best bloody game on PS2 in our unmissable EVIL ISSUE!

"MORE EXHILARATING THAN METAL GEAR SOLID 2" Ryan Butt, Editor

"THE ONLY GAME THAT MADE ME WANT TO RUSH OUT AND BUY A PS2!" Steve Jarratt, Senior Group Editor

"PLEASE CAN I HAVE A GO NOW?" Kelvin Gan, Games Editor

FUTURE PUBLISHING PRESENTS IN ASSOCIATION WITH CAPCOM EUROSOFT A PRODUCTION BY POWER THE PlayStation MAGAZINE THE EVIL ISSUE STARRING DANTE in a Full-on Behind the scenes Special of DEVIL MAY CRY on PS2 • PLUS SINISTER NEW SHOTS OF SILENT HILL 2 A MASSIVE SPINE-TINGLING PREVIEW OF RESIDENT EVIL CODE: VERONICA X AND AN UNNERVING INTERVIEW WITH BRUCE CAMPBELL STAR OF EVIL DEAD: HAIL TO THE KING ALSO INCLUDED ARE FULL UNBIASED REVIEWS OF CRAZY TAXI RAINBOW SIX: ROGUE SPEAR F1 2001 RUMBLE RACING MTV MUSIC GENERATOR AND MDK2 PLUS EXCITING NEW PICTURES OF FINAL FANTASY X GRAN TURISMO 3: A-SPEC AND CRASH BANDICOOT: THE WRATH OF CORTEX EXCLUSIVE NEW CHEATS FOR THE MUMMY AND LMA MANAGER 2001

ISSUE 666 OF POWER
AT NEWSAGENTS EVERYWHERE FROM THURSDAY 17 MAY

Q&A

You want answers. We want questions. Which is convenient given this is Q&A. Write in with your PS2 related queries to HardCore Q&A at the usual address, or send an email to us at PS2@futurenet.co.uk and we'll get you the lowdown.

BLACK AND BLUE

I recently purchased *ZOE* and when I saw the underside of the disc it was silver. I thought all PS2 discs were blue. Has it got something to do with DVD? I'm a little confused.
Sam Baker, via email.

Worry not. Just as PSone's discs are black on the underside, so the majority of PS2 discs have a familiar cobalt blue hue. The technical reason for this is, well, dye. Producers can give their discs, whether DVD or CD-ROM, any colour they please. In fact, when we at OPS2 *receive preview and review games, they invariably comes on unadorned gold discs, fresh from the developer's CD or DVD burner. For the record, most CDs will be blue while DVDs will be silver, but it's what's on them that counts.*

'LOK' STOCK AND BATTLE

In response to Mr Sefton's gently challenging query in issue #06's *Star Wars: Starfighter* review, "Can you beat *OPS2*'s time of 6.44 on the Piracy Above Lok level on Medium setting?" he pondered. I went on Mission Five of this most excellent game, placed the difficulty on Medium, and acquired a gold medal in a time of 5.35. No doubt this has now been beaten, but I thought I'd start the Death Star-esque ball rolling.
Lee Butler, Boston

YOU WHAT?

Ignorance wrung from the cloth of perception with our mangle of understanding.

FLOPS (**FL**oating-point **OP**erations per **S**econd) is an benchmark used to rate the speed of microprocessors and is generally perceived to be a more accurate gauge of system's oomph than comparing its system clock speed (MHz). This unit rating is based on deals with fraction heavy calculations which occur when processing huge amounts of graphics. In short, the higher the number, the better. The Dreamcast can push out 1.4 billion FLOPS, while PS2 can effortlessly handle dead-on 6.2 billion.

Well, what do you say out there? Can you do better? (Sefton's on the case already). Let us know at the usual address.

TAKING THE ROUGH WITH THE SMOOTH

I have also heard that the PS2 has a flawed texture producing ability. Is this true? Does this mean that we are going to get amazing looking visuals with great special effects but when it comes to textures the PS2 will fall short? I know that games like *Quake III: Revolution* are amazing and the textures and lighting are impeccable. However, while I was playing *Rayman 2* on the DC I noticed that the colourings were much brighter than the PS2 and the textures looked far more convincing. I hope that this won't be the case when I get *Crazy Taxi*. I know on paper the PS2 seems 75 times more polygon capable but is it shifting more polygons that really counts?
Joe Jackson, Portsmouth

Rest easy. PS2 does not have a flawed texture producing facility. What you may have heard is that developers of launch titles for the machine had trouble with its anti-aliasing procedures. (Anti-aliasing describes a processor's ability to prevent jagged, stepped lines appearing at the edges of graphics). And even that has been blown out of proportion. So let's set the record straight. When developers first started making games for PS2 the only method outlined for smoothing edges was a technique called Edge Anti-Aliasing. Briefly, this method involves redrawing every frame of a game and blurring the graphics ever so slightly. It's what gives the N64's graphics their distinctive, smudgy look. Unfortunately this is a huge drain on processor power and so many developers decided to avoid using it altogether. However, as developers have had time to explore the PS2 dev kits they have not only found tricks to minimise the visual impact of jaggies, but have been able to implement something called Full Scene Anti Aliasing. Not only does this method avoid clogging up the PS2's processor by smoothing out edges before they're drawn, but it avoids the smudging and loss of detail that's unavoidable with Edge Anti Aliasing. Problem solved. As for your specific query, if you think about the palette of relatively muted colours used in Quake III: Revolution *versus the day-glo spectrum found in* Rayman Revolution, *you may well have your answer there. One thing is for sure,* Crazy Taxi *on PS2 is every bit as rich as its DC cousin.*

METAL GEAR WHAT?

I have recently acquired *ZOE* for my PS2. One of the main reasons I bought it was for the fantastic playable demo of *Metal Gear Solid 2* (as well as the fact that it scored 9/10 in your magazine). But my query is how am I supposed to understand the *Metal Gear Solid 2* Web site if I can't read Japanese? I went to **www.kcej.com** like the demo said to enter my clear code that I had got after completing the *MGS2* demo on Very Hard mode. I even downloaded the so-called translator and it doesn't seem to work. I have entered my code and have received only parts of my results in English. (I scored 61982 points and got the codename Crocodile.) I'm going to try for a higher score but I have to say, it is bloody amazing and truly the best game ever. Do you know if there's going to be an English version of the site or will we just have to put up with all the wadges of foreign text?

Another thing – why can't you play *MGS Special Missions* on the PS2? I do have *MGS* and when *Special Missions* asks for the *MGS* disc, a 'Wrong Disc' message comes up on the screen.
David Hamilton, Glasgow

Try using this Web link: **www.konami.co.jp/kcej/products/mgs2/mgs2_t_IR/index_e.html** *to reach an English language version of the site. If it still doesn't work we can tell you that your current score puts you somewhere at around 6-7000th position globally with the top scores being close to 100,000 on 'Very Hard' with no radar. Oh well, gives you a good excuse to get some more practice in. As for the* MGS Special Missions *disc, call Konami on 0208 582 5573.*

IT'S A SIM

When are you going to stop pretending that *Gran Turismo 3: A-spec* is going to be anything other than an arcade racer? I fully agree with his complaints about no damage, but there are other more crucial faults too. No teams, drivers, marshalls or any of the other things that give a racing sim its essential atmosphere. What really disappoints me is that even Kazanori Yamauchi knows about these problems, but you seem to be unwilling or unable to admit its flaws. Is this a case of Sony telling you what to say? REAL racing fans are waiting for REAL racing games like *F1 2001*, *Le Mans* and *WRC 2001*.
Daniel Pettit, Letchworth

Right then. If the definition of a racing game is defined solely by a car's ability to get beaten up, some licence trappings and real world stats, then you're right – GT3 A-spec *is nothing more than an arcade racing game. If, however, the definition of a racing game is that it is made by 110 per cent racing nutters who have delivered a title that, even at preview stage, feels more like a car than all the titles you mention put toogether, then* GT3 A-spec *is the best racing game yet. And yes, it has atmosphere by the bucketload. The dust, the crowd, the sunlight, the...*

Daniel, Kazanori is more than aware of his game's faults (as are we – no one tells us what to say) and he hopes to include collision one day but at the moment (and this is a key point), he can't do anything about it! No one's forcing you to buy the game, Daniel. We hope you enjoy F1 2001 *and* WRC 2001 *(both excellent titles) but we can't help feeling you're missing out...*

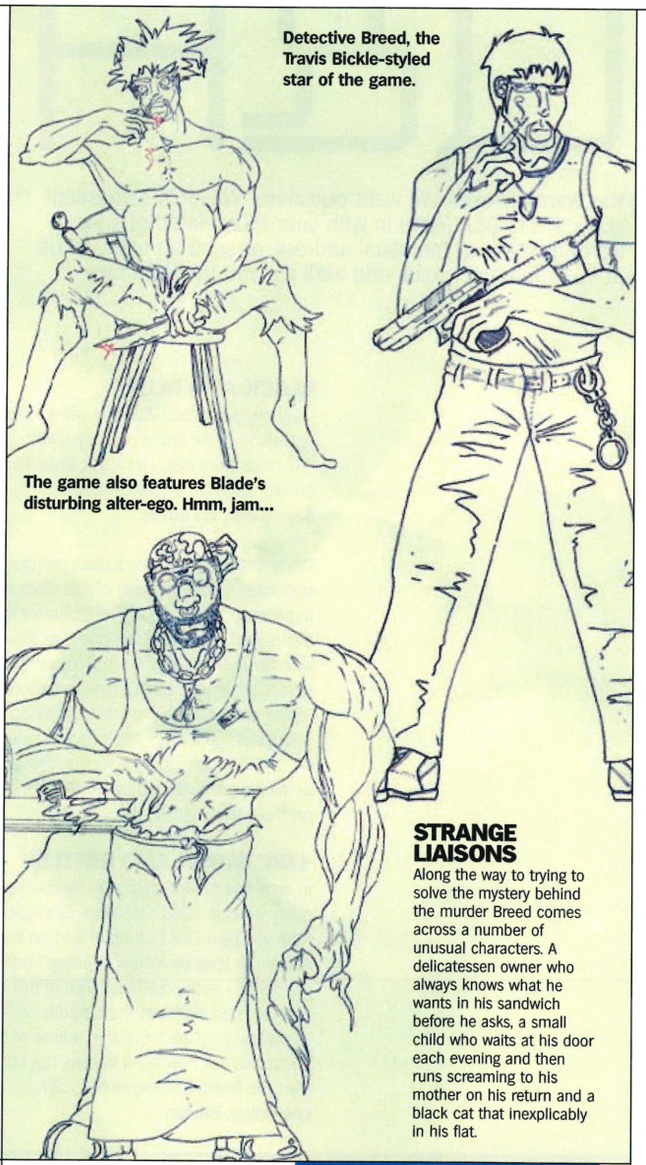
STARS IN THEIR EYES

I need help with *Star Wars: Starfighter* during the last mission. You have to fight the mercenary leader and fly into the massive Droid Control Ship and destroy all the cranes and turrets. How do you finish the mission?
Toby Pottas, Whitby

Once you've destroyed the antennae on the exterior of the Droid Control Ship and blown up all the droid fighters you'll face the mercenary. Hit him enough times and he'll fly into the hangar. Follow him, hammering his ship and taking out all the other targets in the room. The mercenary will flee down a large duct set near the roof of the hangar. Follow him into the next hangar and repeat the exercise. Stay close to his ship because it has a very tough shield. You can also destroy all manner of droid ships in the hangar. If the mercenary is still alive, he'll fly into a third hangar (again through a ceiling duct). Follow and keep attacking him. Once you've blown him to smithereens, simply attack the Droid Control Ship's energy core (located in this third hangar) and flee the rapidly disintegrating scene through the large exit in the wall. □

ENDGAME

Opinion/gossip/lists/columns/truths/lies/odds/sods/and some stuff you write



Detective Breed, the Travis Bickle-styled star of the game.

The game also features Blade's disturbing alter-ego. Hmm, jam...

STRANGE LIAISONS

Along the way to trying to solve the mystery behind the murder Breed comes across a number of unusual characters. A delicatessen owner who always knows what he wants in his sandwich before he asks, a small child who waits at his door each evening and then runs screaming to his mother on his return and a black cat that inexplicably in his flat.

Designer Genes

Got an idea for a game? Let us know about it. This month's Designer Genes is *Breed*, a mystery about a cop with a murder on his hands. And he's sure he's seen it all before..

WRITE TO:
Designer Genes, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW. Or email us at **PS2@futurenet.co.uk**. Send us a description of your game idea and try to accompany it with a few sketches or drawings to bring your words to life. If we like your idea we'll send you an *OPS2* T-shirt and a signed print of the box art designed by art slave, Niki.

#8: BREED/DESIGNED BY: MASSIMO RASO, AUSTRALIA

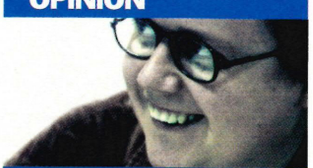
"Based in the present, Homicide Detective Breed of the LAPD has been placed in charge of a horrific murder which has taken place in a city apartment building. Detective Breed has to solve the mystery behind this tragedy which has unfolded. Breed must gather clues from people in the surroundings to see if anyone knows anything.

"On the path to solving the murder, Breed comes across some very unusual individuals that seem to have been in contact with Breed before, but Breed does not have any recollection of these events at all. One, a singer in a night club he visits is convinced that she once was in a relationship with him and even has a passport photo of a man looking like a slightly younger version of himself. He also stumbles across other crimes that have been committed, which are somehow linked to the main murder.

"Breed must put all the pieces of the puzzle together in order to reveal the truth. Every clue that Breed comes across will trigger a flashback. Some of his flashbacks, place him at the location of the crime. In one bizarre cut-scene, while examining the apartment block, he finds himself seeing the murder through the eyes of the killer. The mystery behind these flashbacks reveal a twist at the completion of the game, once it has been solved.

"The twist in the game is that Detective Breed is the killer. The flashbacks are visual images of his alter ego, who is a homicidal maniac."

THE EXPERT'S OPINION



PAUL GLANCEY
Creative Manager of Criterion Studios.

"As a manga this could be OK, but as a game... Er...What is the game? The story telling required to get your clues/mystery across suggests a point-and-click adventure, like Westwood's old PC *Blade Runner* game. If it was a shooting game you'd need to stick loads of cut-scenes in the midst of the action that might break the excitement, and you'd need to spend a lot of time building atmospheric, story-specific locations. I think this guy really wants to make a movie, but he can't so he's plumped for a videogame instead. The latter isn't an easy alternative to the former."

The Quiz

Time to sharpen your headbrains on the grindstone that is the *Official PlayStation 2 Magazine* Quiz. Obscurer than you!

MEDAL OF HONOR

How well do you know the *MOH* games?

1. In *MOH Underground* what does Manon pose as to carry out her desert mission?

2. In *MOH* what kind of bizarre SS soldier is Patterson attacked by in Himmler's castle?

3. In *MOH* what is a BAR?

4. Which word precedes 'schrek' and 'faust' to complete the names of the Nazi anti tank weapons in *MOH*?

5. Patterson and Manon work for the OSS. What does it stand for?

THE BIRDMAN

Which of these names are real skateboard tricks and which are fiction?

1. Nollie

2. Egg shell stall

3. Pop Shove it

4. Nose manual

5. Daily grind

I SPY

These games are all featured in Spy this month. Who is developing them?

1. *Circus Maximus*

2. *The Lost*

3. *State Of Emergency*

4. *Stuntman*

5. *Ministry Of Sound: Interactive Edition*

TIMESPLITTING

How well do you know Free Radical's ace FPS?

1. What is the name of Dr Katje Nadir's daughter?

2. Which sexy robot returns for *TimeSplitters 2*?

3. Candy Skyler or Tabatha Zenith. Identify the new character in *TimeSplitters 2*.

4. What does Kitten Celeste do for a living?

5. 'A satin chap' is an anagram of which returning *TimeSplitters* character?

AHNOLDT

In which films did Arnie Schwarzenegger play the following characters?

1. Doug Quaid

2. Colonel John Matrix

3. Harry Tasker

4. Dutch Schaefer

5. Julius Benedict

TOKYO GAME SHOW

For clues turn to page 82.

1. What was the venue for this year's spring show?

2. What is the name of Sony's white cat mascot?

3. And what does its name also mean?

4. What is the latest instalment in the *Mobile Suit Gundam* series called?

5. How many people are carrying blue PS2 bags in the Tokyo Game Show illustration?

MALE ROOF HOUND

Decipher these daft anagrams of games featured somewhere in this issue.

1. Nicknames Droopy Females

2. Burglar Mince

3. Eaten Rim Toxin

4. Stiff Her Rug

5. Cavernous Germ Mitt

ANIMAL MAGIC

What kind of animals are these famous videogame characters?

1. Monty

2. Knuckles

3. Banjo

4. Zool

5. Revolver

ANIMAL TRAGIC

What type of animal are these five *Fur Fighters* characters?

1. Bungalow

2. Juliette

3. Rico

4. Roofus

5. Tweek

RUN THE GAUNTLET

Which of these were the four playable characters in the original arcade classic, *Gauntlet*?

1. Warrior

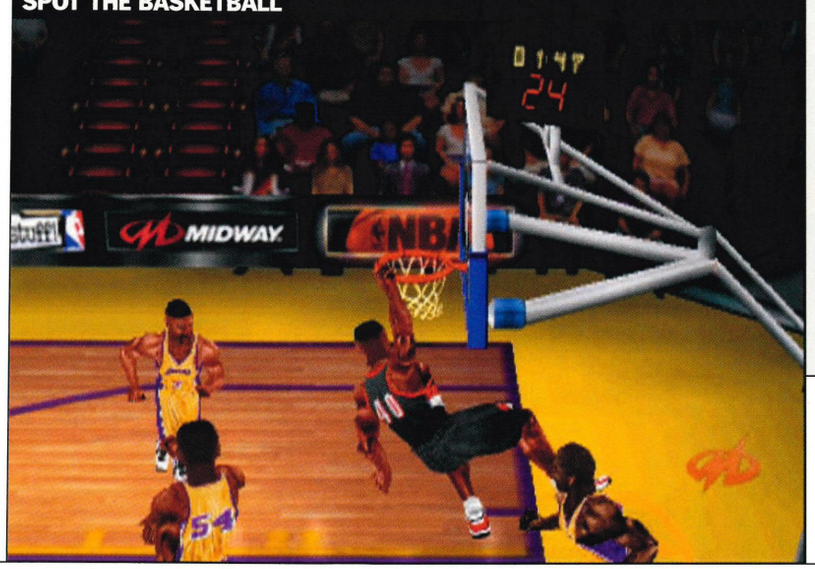
2. Valkyrie

3. Elf

4. Dwarf

5. Wizard

SPOT THE BASKETBALL



ANSWERS (USE A MIRROR)

Medal Of Honor
1. Nazi photographer
2. Knight
3. Browning Automatic Rifle
4. Panzer
5. Office of Strategic Studies

The Birdman
1. Real
2. Fiction
3. Real
4. Real
5. Fiction

I Spy
1. Kodak Interactive
2. Irrational Games
3. VIS
4. Reflections
5. Modemgroove Entertainment Inc

TimeSplitting
1. Isla
2. Gretel
3. Candy Skyler
4. She's a spy
5. Captain Ash

Ahnoldt
1. Total Recall
2. Commando
3. True Lies
4. Predator
5. Twins

Tokyo Game Show
1. Makuhari Messe
2. Toro
3. Tuna
4. Zeonic Front
5. 71

Male Roof Hound
1. Escape From Monkey Island
2. Rumble Racing
3. Extermination
4. Fur Fighters
5. MTV Music Generator 2

Animal Magic
1. Mole. Monty On The Run
2. Echidna. Sonic The Hedgehog
3. Bear. Banjo-Kazooie
4. Ant. Zool
5. Ocelot. Metal Gear Solid

Animal Tragic
1. Kangaroo
2. Cat
3. Penguin
4. Dog
5. Dragon

Run The Gauntlet
1, 2, 3 and 5

YOUR RATING

35-46 Maldives

25-35 Florida

15-25 Kos

0-15 Southend

Database

Want to know more? Need to know a release date? What about a game in the future? Something gone wrong? Here's all the info you could ever need...

3DO 01895 456 700
www.3doeurope.com
3DO Europe, 21-23 Mossop St, London SW3 2LY

ACCLAIM 0207 344 5000
www.acclaimnation.com
112-120 Brompton Rd, Knightsbridge, London SW3 1JJ

ACTIVISION 01895 456 789
www.activision.com
Long Island House, Suite 3a, 1-4 Marple Way, London W3 0RQ

CODEMASTERS 01926 814 132
www.codemasters.com
Stoneythorpe, Southam, Warwickshire CV33 ODL

CRAVE 00353 617 020
www.cravegames.com
58, Canalot Studios, 222 Kensal Rd, London W10 5BN

CRYO 0121 250 5072
www.cryo-interactive.com
186a Stratford Rd, Shirley, Solihull B90 3BQ

DISNEY INTERACTIVE 0990 998 877
www.disney.co.uk
PlayStation Careline, PO Box 2047, London W1A 3DN

EIDOS INTERACTIVE 0121 356 0831
www.eidos.co.uk
1 Hartfield Rd, Wimbledon, London SW19 3RU

ELECTRONIC ARTS 0870 243 2435
www.uk.ea.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

EMPIRE 0800 783 0156
www.empire.co.uk
The Spire, 677 High Rd, North Finchley N12 ODA

FOX INTERACTIVE 01932 454 032
www.foxinteractive.com
2000 Hillswood Drive, Chertsey, Surrey KT16 0EU

INFOGRAMES 0208 222 9700
www.infogrames.com
116 Baker St, London W1M 1LB

JVC INTERACTIVE 0207 240 3121
www.jvc.com
44 Wellington St, Covent Garden, London WC2E 7BD

KONAMI 0208 582 5573
www.konami-europe.com
7/9 The Oaks, Ruislip, Middlesex HA4 7LF

LEGO 01753 495 453
www.lego.com
33 Bath Rd, Slough, Berks SL1 3UF

MICROIDS 0208 901 7388
www.microids.com
2 Gayton Rd, Harrow, London HA1 2XU

MIDAS INTERACTIVE 01223 522 000
www.midas-interactive.co.uk
Matrix House, Cambridge Business Park CB4 OHH

MIDWAY 0207 938 4488
www.midway.com
96 Kensington High St, London W8 4SG

SCEE 0990 998 877
www.playstation-europe.com
PlayStation Careline, PO Box 2047, London W1A 3DN

SCi 0207 585 3308
www.sci.co.uk
11 Ivory House, Plantation Wharf, York Rd, London SW11 3TN

TAKE 2 INTERACTIVE 0870 124 2222
www.take2games.com
Saxon House, 2-4 Victoria St, Windsor, Berks SL4 1BY

THQ 01483 767 656
www.thq.com
Dukes Court, Duke St, Woking, Surrey GU21 5BH

UBI SOFT 0208 944 9000
www.ubisoft.co.uk
1 Weir Rd, Wimbledon, London SW19 8UX

VIRGIN INTERACTIVE 0207 551 4222
www.vie.co.uk
74A Charlotte St, London W1P 1LR

PITCH BLACK COMPETITION

Win a Panasonic LV55 portable DVD player and a copy of sci-fi thriller *Pitch Black* to play on it!

Radha Mitchell as Fry in Columbia TriStar's *Pitch Black*, playing on the cool LV55.

To celebrate the DVD release of the storming sci-fi thriller *Pitch Black* on 28 May, those generous folks at Columbia TriStar Home Entertainment are offering one extraordinarily lucky reader the chance to win a copy of the film along with, wait for it, a Panasonic LV55 portable DVD player – a super-thin, super-cool machine worth £600! Plus, nine runners-up will also receive a copy of *Pitch Black* on DVD (worth £19.99).

A sci-fi shocker in the classic tradition of *Alien* and *The Thing*, *Pitch Black* expertly combines kick-ass action with skin-crawling horror. A transport ship travelling from Earth crash lands on a hostile desert planet which the survivors initially think is uninhabited. Unfortunately for them it's actually populated by vicious flying beasties which only emerge at night. When an extended total eclipse inconveniently puts out all the lights the darkness equals feeding time for the aliens and big, big trouble for their human prey. To read a full review of the film turn to our Media section starting on page 128.

A major release from Columbia TriStar on a feature-packed DVD, the *Pitch Black*/Panasonic DVD player combo is guaranteed to turn your chums green with envy. Want to win them? Course you do. And here's how...

To stand a chance of getting your hands on those delicious prizes just answer this simple question:

PITCH BLACK STAR VIN DIESEL APPEARED IN WHICH WORLD WAR II EPIC DIRECTED BY STEVEN SPIELBERG?

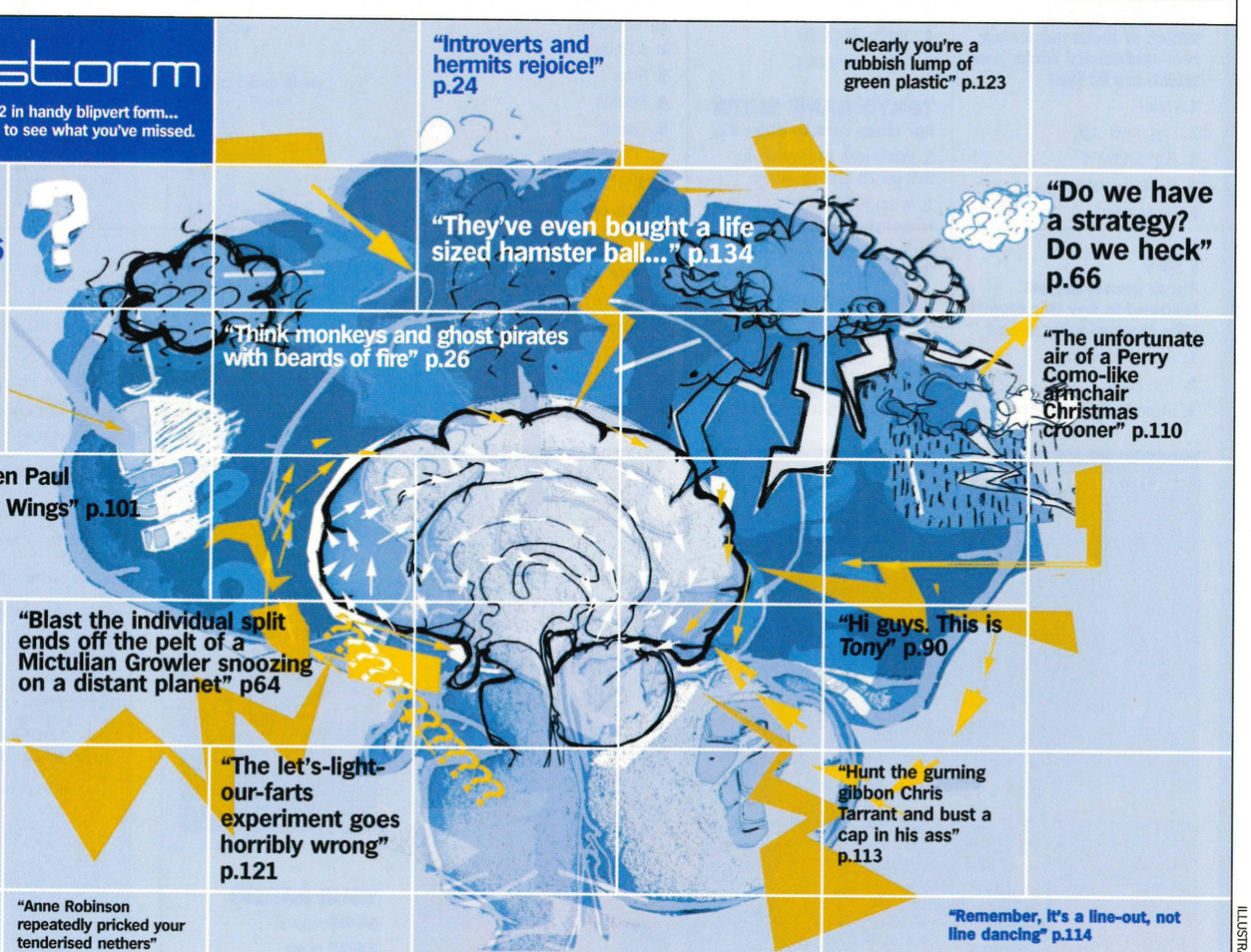
Write the answer on a postcard and send your entries to: ***Pitch Black* Competition, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Or you can email the answer to us at **PS2@futurenet.co.uk** with the subject marked '*Pitch Black* Competition'.

Competition Rules

No purchase necessary. No correspondence will be entered into. No employees of Future Publishing, Columbia TriStar Home Entertainment or any affiliated company may enter. No cash alternative is offered to these prizes. Closing date is 19 June 2001. If any prize becomes unavailable Future Publishing and Columbia TriStar Home Entertainment reserves the right to replace it with another of equal value. Multiple entries will be disregarded. The Editor's decision is final.
All normal competition rules apply.

Brainstorm

A whole 148 pages of PS2 in handy blipvert form... Follow the page numbers to see what you've missed.



"Introverts and hermits rejoice!" p.24

"Clearly you're a rubbish lump of green plastic" p.123

"Lentil eaters, fear ye not" p.106

"They've even bought a life sized hamster ball..." p.134

"Do we have a strategy? Do we heck" p.66

"Think monkeys and ghost pirates with beards of fire" p.26

"The unfortunate air of a Perry Como-like armchair Christmas crooner" p.110

"Goes tits up when Paul McCartney forms Wings" p.101

"Blast the individual split ends off the pelt of a Mictulian Growler snoozing on a distant planet" p64

"Hi guys. This is *Tony*" p.90

"Ah, explosion it is. Hmm, Obi-Wan, strong must be the Force in your pikey mullet..." p.112

"The let's-light-our-farts experiment goes horribly wrong" p.121

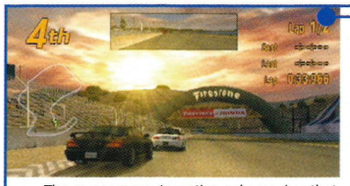
"Hunt the gurning gibbon Chris Tarrant and bust a cap in his ass" p.113

"Anne Robinson repeatedly pricked your tenderised nethers" p116

"Remember, it's a line-out, not line dancing" p.114

"Steve Austin-like augmentations"p.46

ILLUSTRATION: MR JAGO



The awesome automotive gobsmacker that is the ***GT3: A-spec*** preview code. Better than most 'proper' games.

Tony Hawk's 3 vs. AirBlade. Take your places for the a right royal skateboarding showdown.

The Lost. It's horrible. But in a nice way.

TimeSplitters 2. That's next Spring buggered then.

Sam's pilgrimage to the All Tomorrow's Parties festival. **Obscure post rock/electronica and crazy golf** a-go-go.

OPS2's five-a-side team ends its drought by **thrashing Ad Design** and gorging on the tangy flesh of victory once more.

Rumble Racing. No looker but goes like a rabbit on speed. That fast.

FEVER

OPS2ometer

What's hot, what's not, what's out there..

CHILL

No time to stop this month. But what a packed issue it is. And next month the E3 round-up! Must. Take. Holiday…

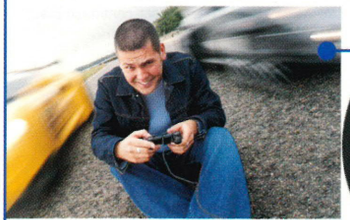
OPS2's TV which has mysteriously been struck dumb. Hey Mr Sony, can we have a new one please?

Heroes Of Shite And Tragic. Sword swinging, mind numbing awfulness

Our shameful Quasar defeat. George, you are like soooooo sacked, it hurts…

Fitz's daily 6pm call from his new friend who wants advice on **how to open the magazine/get waffles** out of their PS2.

PSone stringer **Lee Hall incinerating his hand on a flaming sambucca** at Ben's leaving do. They said booze was bad for you.



Ben leaving. Boo hoo sniff sniff. **Our Games Editor is off to Oz for a year.** Wizzo for him, sad for us. AND WHERE'S THAT BLOODY COPY?!

THE FUNNIEST WAY TO WIND UP A FRIEND!

CALL ONE OF THE NUMBERS BELOW, PUT IT THROUGH TO A MATE...

MR. FURY
09067 361562

THE DETECTIVE
09067 361563

MR. STAMMER
09067 361564

...THEN WAIT FOR THE REACTION

IRATE DELIVERY DRIVER
09067 361565

MY DAUGHTER'S PREGNANT
09067 361566

CALLS ARE CHARGED AT £1/MIN AT ALL TIMES. JOKELINES, P.O. BOX 43, WARMINSTER, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE PHONE BILL BEFORE CALLING

GAMES 4 U

Call us first -

UK's LOWEST PRICES

PS1 & PS2 Games

Call for FREE catalogue

Tel: 07931 451 990

http://www.cyber.rdg.ac.uk

Cybernetics

GR8 Degrees 4 U ;-)

http://www.cyber.brad.ac.uk/

sids-shop.com

* PS2 for £284.99 (hurry while in stock!)
* PS1 for £79.99
* Buy any two PS2 games for £35.00 each
* Buy any PSone games for £25.00 each
* Buy any new GameBoy games for £22.50
* Buy a PSone screen for £99.99 (hurry while in stock!)

Don't delay - log on now at www.sids-shop.com

NOKIA - Ringtones & Graphics MOTOROLA & SAGEM - Ringtones Only

RINGTONES & GRAPHICS

TOP RINGTONES

	Ref	NOK.	MOT.	SAG.
1. STAN	105859	✓	✓	✓
2. NEXT EPISODE	138444	✓	✓	✓
3. SAY MY NAME	102937	✓	✓	✓
4. YOU MAKE ME SICK	118263	✓		
5. I WANNA BE YOU	143149	✓		✓

ICONS

REF: 103663 REF: 120575 REF: 139399 REF: 100848 REF: 111566 REF: 104645

only 75p per min

There's 1000's more to choose from!

09069 525 503

www.iconaphone.com

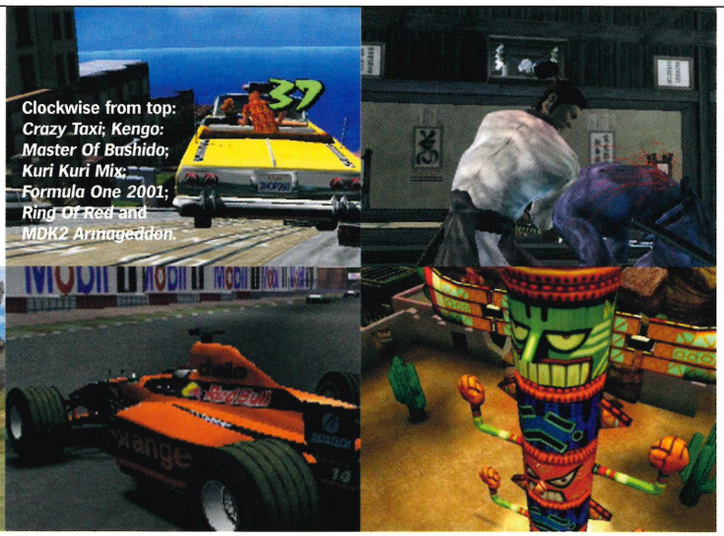
Calls cost 75p/min from landline. Mobile operators may charge more. Ask bill payers permission before calling. Av. call 2 mins. Iconaphone Box1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer. Customer service No 0870 121 9565.

We can deliver over 81,000 readers every month

Hypnotise them with your unbeatable rates Advertise now

The Shortlist

If it's for PS2, and on sale in the UK then we've played it, argued about it and played it some more. Our potted judgements on the 76 games available begin below.



Clockwise from top: *Crazy Taxi; Kengo: Master Of Bushido; Kuri Kuri Mix; Formula One 2001; Ring Of Red* and *MDK2 Armageddon.*

4X4 EVOLUTION
☐Publisher: **Take 2**
☐Developer: **Terminal Reality**
In the tradition of *Wild Wild Racing* and *Smuggler's Run*, but nowhere near as much fun.
Reviewed **Issue #06**
Players **1-2**/Graphics **06**/Sound **05**
Gameplay **06**/Life span **06**
Overall 05

7 BLADES
☐Publisher: **Konami**
☐Developer: **KCEJ**
Lacks scale with clumsy graphics and repetitive gameplay.
Reviewed **Issue #05**
Players **1**/Graphics **06**/Sound **07**
Gameplay **05**/Life span **05**
Overall 06

ALL-STAR BASEBALL 2002
☐Publisher: **Acclaim**
☐Developer: **Acclaim Studios Austin**
A sensibly-designed all-round game of baseball with plenty of hidden depth.
Reviewed **Issue #07**
Players **1-2**/Graphics **08**/Sound **06**
Gameplay **07**/Life span **08**
Overall 07

AQUA AQUA: WETRIX 2.0
☐Publisher: **SCi**
☐Developer: **Zed Two**
Addictive, well-realised update on the familiar *Wetrix* puzzle game formula.
Reviewed **Issue #01**
Players **1-4**/Graphics **06**/Sound **07**
Gameplay **08**/Life span **07**
Overall 07

ARMORED CORE 2
☐Publisher: **Ubi Soft**
☐Developer: **From Software**
Enjoyable first-person shooter with interchangeable robo-body parts.
Reviewed **Issue #04**
Players **1-2**/Graphics **07**/Sound **06**
Gameplay **07**/Life span **07**
Overall 07

ARMY MEN: SARGE'S HEROES 2
☐Publisher: **3DO**
☐Developer: **3DO**
Poorly realised shooter.
Reviewed **Issue #07**
Players **1-4**/Graphics **03**/Sound **03**
Gameplay **02**/Life span **04**
Overall 03

CRAZY TAXI
☐Publisher: **Acclaim**
☐Developer: **Sega/Acclaim**
Arcade action doesn't come purer. If you want speed, buy this now.
Reviewed **Issue #07**
Players **1**/Graphics **07**/Sound **08**
Gameplay **07**/Life span **07**
Overall 08

DEAD OR ALIVE 2
☐Publisher: **SCEE**
☐Developer: **Tecmo**
Graphically superior to *Tekken*, with open arenas and a blistering frame rate.
Reviewed **Issue #02**
Players **1-4**/Graphics **08**/Sound **04**
Gameplay **08**/Life span **06**
Overall 07

DISNEY'S DINOSAUR
☐Publisher: **Ubi Soft**
☐Developer: **Ubi Soft**
Poor movie spin-off.
Reviewed **Issue #03**
Players **1**/Graphics **03**/Sound **05**
Gameplay **04**/Life span **03**
Overall 04

DONALD DUCK: QUACK ATTACK
☐Publisher: **Ubi Soft**
☐Developer: **Disney Interactive**
More 'cack' than 'quack'.
Reviewed **Issue #04**
Players **1**/Graphics **05**/Sound **06**
Gameplay **02**/Life span **03**
Overall 04

DRAGON'S LAIR
☐Publisher: **Digital Leisure**
☐Developer: **Cinematronics**
Only nostalgia freaks need apply.
Reviewed **Issue #03**
Players **1**
Graphics **03**/Sound **02**
Gameplay **02**/Life span **01**
Overall 02

DRAGON'S LAIR II: TIMEWARP
☐Publisher: **Digital Leisure**
☐Developer: **Cinematronics**
Like its predecessor, this DVD update is a painfully unplayable affair.
Reviewed **Issue #03**
Players **1**
Graphics **03**/Sound **01**
Gameplay **01**/Life span **01**
Overall 01

DRIVING EMOTION TYPE-S
☐Publisher: **EA**
☐Developer: **Squaresoft**
If this dismal racer is anything to go by, Square should stick to RPGs.
Reviewed **Issue #05**
Players **1-2**
Graphics **07**/Sound **04**
Gameplay **03**/Life span **07**
Overall 04

DYNASTY WARRIORS 2
☐Publisher: **Midas Interactive**
☐Developer: **KOEI**
DW2 mixes strategy with sword-slashing, horse riding and shooting people with a bow and arrow.
Reviewed **Issue #02**
Players **1**/Graphics **08**/Sound **08**
Gameplay **07**/Life span **06**
Overall 07

ETERNAL RING
☐Publisher: **Ubi Soft**
☐Developer: **From Software**
Generic Japanese RPG sadly lacking in originality and graphical flair.
Reviewed **Issue #05**
Players **1**
Graphics **03**/Sound **04**
Gameplay **03**/Life span **03**
Overall 03

EVERGRACE
☐Publisher: **Ubi Soft/Crave Entertainment**
☐Developer: **From Software**
A depressing RPG which fails to engage at all levels.
Reviewed **Issue #06**
Players **1**
Graphics **06**/Sound **03**
Gameplay **02**/Life span **03**
Overall 02

ESPN INTERNATIONAL TRACK & FIELD
☐Publisher: **Konami**
☐Developer: **KCEO**
Graphically impressive multi-part athletics sim built up of ten events let down only by dodgy AI.
Reviewed **Issue #01**
Players **1-4**
Graphics **09**/Sound **07**
Gameplay **05**/Life span **04**
Overall 07

ESPN NATIONAL HOCKEY NIGHT
☐Publisher: **Konami**
☐Developer: **KCEO**
Frustrating gameplay quirks put this below its EA Sports rival.
Reviewed **Issue #05**
Players **1-4**
Graphics **07**/Sound **08**
Gameplay **06**/Life span **05**
Overall 06

ESPN NBA 2NIGHT
☐Publisher: **Konami**
☐Developer: **KCEO**
Proves the age old cliché – only fun for gamers who like basketball.
Reviewed **Issue #05**
Players **1-8**
Graphics **07**/Sound **07**
Gameplay **05**/Life span **05**
Overall 06

ESPN WINTER X-GAMES SNOWBOARDING
☐Publisher: **Konami**
☐Developer: **KCEO**
Realistic snowboarding sim, hampered by bland graphics, and slow controls.
Reviewed **Issue #01**
Players **1-5**
Graphics **06**/Sound **05**
Gameplay **05**/Life span **07**
Overall 06

F1 CHAMPIONSHIP SEASON 2000
☐Publisher: **EA Sports**
☐Developer: **EA/Visual Sciences**
The hardcore F1 fan will probably find this a little too easy. Offers nothing in addition to the PSone versions.
Reviewed **Issue #03**
Players **1-4** (22 in Time Trial)
Graphics **07**/Sound **05**
Gameplay **06**/Life span **06**
Overall 06

F1 RACING CHAMPIONSHIP
☐Publisher: **Video System**
☐Developer: **Ubi Soft**
Good attention to detail but a little less engaging than the competition.
Reviewed **Issue #06**
Players **1-2**
Graphics **06**/Sound **05**
Gameplay **05**/Life span **06**
Overall 05

FORMULA ONE 2001
☐Publisher: **SCEE**
☐Developer: **Studio Liverpool**
Plenty of depth, but it'll feel too 'simmy' for some. Still the best F1 game on the PS2 to date though.
Reviewed **Issue #07**
Players **1-16**
Graphics **08**/Sound **06**
Gameplay **07**/Life span **08**
Overall 08

FANTAVISION
☐Publisher: **SCEE**
☐Developer: **SCEI**
The world's first fireworks game, modest in size, but highly original. A game of rare and random beauty.
Reviewed **Issue #01**
Players **1-2**
Graphics **08**/Sound **07**
Gameplay **08**/Life span **05**
Overall 07

FIFA 2001
☐Publisher: **EA Sports**
☐Developer: **EA Sports (Canada)**
All mouth, no football. Graphics score a hat trick but there's still second division gameplay to contend with.
Reviewed **Issue #02**
Players **1-4**
Graphics **10**/Sound **09**
Gameplay **05**/Life span **05**
Overall 07

GRADIUS III & IV
☐Publisher: **Konami**
☐Developer: **KCET**
Pointless reprise of 2D, side-scrolling spaceship shoot-'em-up from 1990. We wouldn't bother.
Reviewed **Issue #01**
Players **1-2**/Graphics **02**/Sound **03**
Gameplay **03**/Life span **02**
Overall 03

GUN GRIFFON BLAZE
☐Publisher: **Swing**
☐Developer: **GameArts**
Another mech game for robot fetishists everywhere. Very entertaining, captures the imagination with considerable flair.
Reviewed **Issue #03**
Players **1**
Graphics **07**/Sound **06**
Gameplay **08**/Life span **06**
Overall 07

H30 SURFING
☐Publisher: **Take 2**
☐Developer: **ASCII**
A depressingly inadequate game with an infuriating camera angle.
Reviewed **Issue #02**
Players **1-2**
Graphics **04**/Sound **04**
Gameplay **05**/Life span **04**
Overall 04

HOLOGRAM TIME TRAVELLER
☐Publisher: **Digital Leisure**
☐Developer: **Sega**
Dreadful. Avoid like the plague.
Reviewed **Issue #03**
Players **1**
Graphics **00**/Sound **00**
Gameplay **01**/Life span **00**
Overall 00

INTERNATIONAL SUPERSTAR SOCCER
☐Publisher: **Konami**
☐Developer: **KCEO**
Genuine squads (at last) and more instant gratification with this KCEO/N64 crossover.
Reviewed **Issue #01**
Players **1-4**
Graphics **07**/Sound **07**
Gameplay **08**/Life span **08**
Overall 08

KENGO: MASTER OF BUSHIDO
☐Publisher: **Ubi Soft**
☐Developer: **LightWeight**
A padded training mode makes up for the limited nature of the fast-paced bouts. The energetic action is clever enough to warrant continued play.
Reviewed **Issue #07**
Players **1-2**
Graphics **07**/Sound **05**
Gameplay **07**/Life span **06**
Overall 06

KESSEN
☐Publisher: **Electronic Arts**
☐Developer: **KOEI**
Real-time strategy on a huge scale with 100 warriors on screen at once.
Reviewed **Issue #04**
Players **1**
Graphics **08**/Sound **07**
Gameplay **07**/Life span **08**
Overall 07

KNOCKOUT KINGS 2001
☐Publisher: **EA Sports**
☐Developer: **EA Sports**
Competent boxing sim. Not good enough to earn its royal status though.
Reviewed **Issue #05**
Players **1-2**
Graphics **08**/Sound **07**
Gameplay **06**/Life span **05**
Overall 06

KURI KURI MIX
☐Publisher: **Empire**
☐Developer: **From Software**
A bizarre blend of two player co-operation and bloody minded greed. A worthwhile addition to any collection. Wholesome backstabbing fun.
Reviewed **Issue #07**
Players **1-2**
Graphics **08**/Sound **06**
Gameplay **08**/Life span **06**
Overall 07

MADDEN NFL 2001
☐Publisher: **EA Sports**
☐Developer: **EA Sports**
PS2's most rewarding and complete sports game. Boasts extremely good presentation to boot.
Reviewed **Issue #01**
Players **1-4**
Graphics **09**/Sound **08**
Gameplay **08**/Life span **09**
Overall 08

MDK2 ARMAGEDDON
☐Publisher: **Interplay**
☐Developer: **BioWare**
A unique, challenging adventure with ideas bursting out of its skin.
Reviewed **Issue #07**
Players **1**
Graphics **05**/Sound **08**
Gameplay **08**/Life span **08**
Overall 08

MIDNIGHT CLUB
☐Publisher: **Rockstar**
☐Developer: **Angel Studios**
Speedy urban racing, boasting huge NYC and London environments.
Reviewed **Issue #01**
Players **1-2**
Graphics **05**/Sound **06**
Gameplay **04**/Life span **04**
Overall 05

MOTO GP
☐Publisher: **SCEE**
☐Developer: **Namco**
Gran Turismo on two wheels – a fantastic motorbike sim.
Reviewed **Issue #03**
Players **1-2**
Graphics **08**/Sound **07**
Gameplay **07**/Life span **06**
Overall 07

NBA HOOPZ
☐Publisher: **Midway**
☐Developer: **Eurocom**
The most enjoyable basketball sim on PS2 in the tradition of *NBA Jam*.
Reviewed: **Issue #06**
Players **1-6**
Graphics **06**/Sound **05**
Gameplay **07**/Life span **05**
Overall 06

NBA LIVE 2001
☐Publisher: **EA Sports**
☐Developer: **EA Sports**
Solid and playable EA franchise. Won't convert non-believers though.
Reviewed: **Issue #05**
Players **1-4**
Graphics **07**/Sound **07**
Gameplay **04**/Life span **05**
Overall 06

NHL 2001
☐Publisher: **EA Sports**
☐Developer: **EA Sports (Canada)**
EA Sports' perennial ice hockey licence has stepped up to the mark.
Reviewed **Issue #02**
Players **1-2**
Graphics **09**/Sound **08**
Gameplay **08**/Life span **07**
Overall 08

ONI
☐Publisher: **Rockstar**
☐Developer: **Bungie Software**
Pioneers new character animation in an enjoyable first-person romp.
Reviewed **Issue #05**
Players **1**
Graphics **07**/Sound **08**
Gameplay **07**/Life span **07**
Overall 07

OPERATION WINBACK
☐Publisher: **Midas Interactive**
☐Developer: **KOEI**
Severely lacking in variety, but an enjoyable stealth shooter to pass the time with until *Metal Gear Solid 2*.
Reviewed **Issue #07**
Players **1-4**
Graphics **06**/Sound **05**
Gameplay **06**/Life span **07**
Overall 06

ORPHEN
☐Publisher: **Activision**
☐Developer: **Shade Inc**
Disappointing anime inspired Japanese RPG, short on thrills.
Reviewed **Issue #01**
Players **1**
Graphics **04**/Sound **03**
Gameplay **05**/Life span **03**
Overall 04

POOLMASTER
☐Publisher: **Take 2**
☐Developer: **Ask**
Dull, despite tidy ball physics.
Reviewed **Issue #02**
Players **1-2**
Graphics **04**/Sound **06**
Gameplay **06**/Life span **04**
Overall 05

QUAKE III
StarPlayer
☐Publisher: **EA**
☐Developer: **Bullfrog**
In four-player mode, this first-person shooter is the best multiplayer yet.
Reviewed **Issue #06**
Players **1-4**
Graphics **10**/Sound **08**
Gameplay **09**/Life span **07**
Overall 09

RAYMAN REVOLUTION
☐Publisher: **Ubi Soft**
☐Developer: **Ubi Soft**
Animation-quality graphics elevate this platformer above others of its kind.
Reviewed **Issue #02**
Players **1-4**
Graphics **09**/Sound **07**
Gameplay **08**/Life span **08**
Overall 08

RC REVENGE PRO
☐Publisher: **Acclaim**
☐Developer: **Acclaim (Cheltenham)**
Last-gen graphics, a sluggish frame rate and less than taxing gameplay.
Reviewed **Issue #02**
Players **1-2**
Graphics **02**/Sound **03**
Gameplay **03**/Life span **03**
Overall 03

READY 2 RUMBLE: ROUND 2
☐Publisher: **Midway**
☐Developer: **Midway**
Marvellous arcade-based comedy boxing game, pitting increasingly ridiculous cartoon fighters against one another. With Michael Jackson.
Reviewed **Issue #01**
Players **1-2**
Graphics **07**/Sound **08**
Gameplay **07**/Life span **06**
Overall 07

RIDGE RACER V
☐Publisher: **SCEE**
☐Developer: **Namco**
Scuppered by jagged edges, limited size and a general lack of originality.
Reviewed **Issue #01**
Players **1-2**
Graphics **06**/Sound **07**
Gameplay **08**/Life span **07**
Overall 07

RING OF RED
☐Publisher: **Konami**
☐Developer: **KCE**
A must for those in search of something different. Engaging.
Reviewed **Issue #07**
Players **1**
Graphics **08**/Sound **04**
Gameplay **08**/Life span **07**
Overall 08

ROBOT WARLORDS
☐Publisher: **Midas Interactive**
☐Developer: **DaZZ**
With other superior mech games on the PS2 market, this fares badly.
Reviewed **Issue #06**
Players **1-2**
Graphics **06**/Sound **04**
Gameplay **03**/Life span **03**
Overall 04

SHADOW OF MEMORIES
☐Publisher: **Konami**
☐Developer: **KCET**
PS2's most filmic game yet will keep you hooked till its surprising climax.
Reviewed **Issue #05**
Players **1**
Graphics **07**/Sound **08**
Gameplay **08**/Life span **09**
Overall 08

SILENT SCOPE
☐Publisher: **Konami**
☐Developer: **KCEO**
Slick but simple shooting gallery-style game where you play a police sniper.
Reviewed **Issue #01**
Players **1**
Graphics **08**/Sound **06**
Gameplay **08**/Life span **07**
Overall 07

SILPHEED: THE LOST PLANET
☐Publisher: **Swing**
☐Developer: **Treasure/GameArts**
Tedious top-scrolling shoot-'em-up.
Reviewed **Issue #03**
Players **1**
Graphics **04**/Sound **05**
Gameplay **03**/Life span **02**
Overall 04

SKY ODYSSEY
☐Publisher: **SCEE**
☐Developer: **Cross (for SCEI)**
A flight sim with a difference. You don't have to shoot anything, just complete crazy missions.
Reviewed **Issue #06**
Players **1**
Graphics **07**/Sound **07**
Gameplay **09**/Life span **08**
Overall 08

SKY SURFER
☐Publisher: **Virgin Interactive**
☐Developer: **Idea Factory**
Jumping out of a plane on a surfboard attached to your legs might sound like fun, but this is just dull.
Reviewed **Issue #04**
Players **1**
Graphics **05**/Sound **04**
Gameplay **02**/Life span **02**
Overall 03

SMUGGLER'S RUN
☐Publisher: **Rockstar**
☐Developer: **Angel Studios**
Mission-based adventure in which you escape from the cops with a trunkload of booty. Impressively large free-roaming playing environments.
Reviewed **Issue #01**
Players **1-2**
Graphics **08**/Sound **08**
Gameplay **06**/Life span **07**
Overall 07

SPACE ACE
☐Publisher: **Digital Leisure**
☐Developer: **Cinematronics**
Creakingly ancient arcade sequel to *Dragon's Lair*. Hasn't aged well.
Reviewed **Issue #04**
Players **1**
Graphics **02**/Sound **02**
Gameplay **01**/Life span **01**
Overall 01

SSX
StarPlayer
☐Publisher: **EA Sports Big**
☐Developer: **EA Sports (Canada)**
This outrageous, inventive rainbow-coloured high-speed snowboard game is packed with crazy courses.
Reviewed **Issue #01**
Players **1-2**
Graphics **09**/Sound **08**
Gameplay **08**/Life span **08**
Overall 09

STAR WARS: STARFIGHTER
StarPlayer
☐Publisher: **Activision**
☐Developer: **LucasArts**
Engaging missions and film-perfect sound effects. An absolute blinder.
Reviewed **Issue #06**
Players **1-2**
Graphics **09**/Sound **10**
Gameplay **09**/Life span **09**
Overall 09

STREET FIGHTER EX3
☐Publisher: **Capcom Eurosoft**
☐Developer: **Arika**
Great for fans, not a big enough progression for the neutrals.
Reviewed **Issue #03**
Players **1-4**
Graphics **06**/Sound **06**
Gameplay **07**/Life span **07**
Overall 07

SUMMONER
☐Publisher: **THQ**
☐Developer: **Volition**
A sprawling RPG epic with a highly original plot, but patchy graphics.
Reviewed **Issue #04**
Players **1**
Graphics **05**/Sound **09**
Gameplay **07**/Life span **09**
Overall 08

SUPER BUST-A-MOVE
☐Publisher: **Acclaim**
☐Developer: **Taito**
Another update of a classic game, but a pointless one. Nothing new.
Reviewed **Issue #02**
Players **1-2**
Graphics **07**/Sound **04**
Gameplay **05**/Life span **02**
Overall 05

SWING AWAY GOLF
☐Publisher: **EA Sports**
☐Developer: **T&E Soft**
Cutesy PSone golf sim let down by a sloppy PS2 conversion.
Reviewed **Issue #02**
Players **1-4**
Graphics **03**/Sound **02**
Gameplay **05**/Life span **04**
Overall 03

TEKKEN TAG TOURNAMENT
☐Publisher: **SCEE**
☐Developer: **Namco**
Fantastically playable and graphically spectacular beat-'em-up. Not exactly a new instalment but the new tagging moves will keep the faithful happy.
Reviewed **Issue #01**
Players **1-2**
Graphics **09**/Sound **08**
Gameplay **08**/Life span **07**
Overall 08

TG DARE DEVIL
☐Publisher: **Kemco**
☐Developer: **Papaya Studios**
Fun driving sim, but lacking depth.
Reviewed **Issue #02**
Players **1-2**
Graphics **05**/Sound **05**
Gameplay **05**/Life span **04**
Overall 05

THEME PARK WORLD
☐Publisher: **EA**
☐Developer: **Bullfrog**
A God sim to flip for.
Reviewed **Issue #04**
Players **1**
Graphics **07**/Sound **08**
Gameplay **08**/Life span **06**
Overall 07

TIGER WOODS PGA TOUR 2001
☐Publisher: **EA Sports**
☐Developer: **EA Sports**
An enjoyable golf sim which suffers from a seemingly random control system. Bizarre.
Reviewed **Issue #06**
Players **1-4**
Graphics **06**/Sound **03**
Gameplay **06**/Life span **05**
Overall 06

TIMESPLITTERS
StarPlayer
☐Publisher: **Eidos**
☐Developer: **Free Radical Design**
Fast and frantic multiplayer first-person shooter. May look old against *Quake III Revolution*. One of the best 'Shoot your buddies' PS2 games.
Reviewed **Issue #01**
Players **1-4**
Graphics **09**/Sound **09**
Gameplay **08**/Life span **09**
Overall 09

UNREAL TOURNAMENT
☐Publisher: **Infogrames**
☐Developer: **Epic Games**
Immensely playable FPS, let down only by a slow frame rate in four-player mode – get *Quake III* or *TimeSplitters* for the same but faster.
Reviewed **Issue #04**
Players **1-4**
Graphics **06**/Sound **09**
Gameplay **08**/Life span **07**
Overall 08

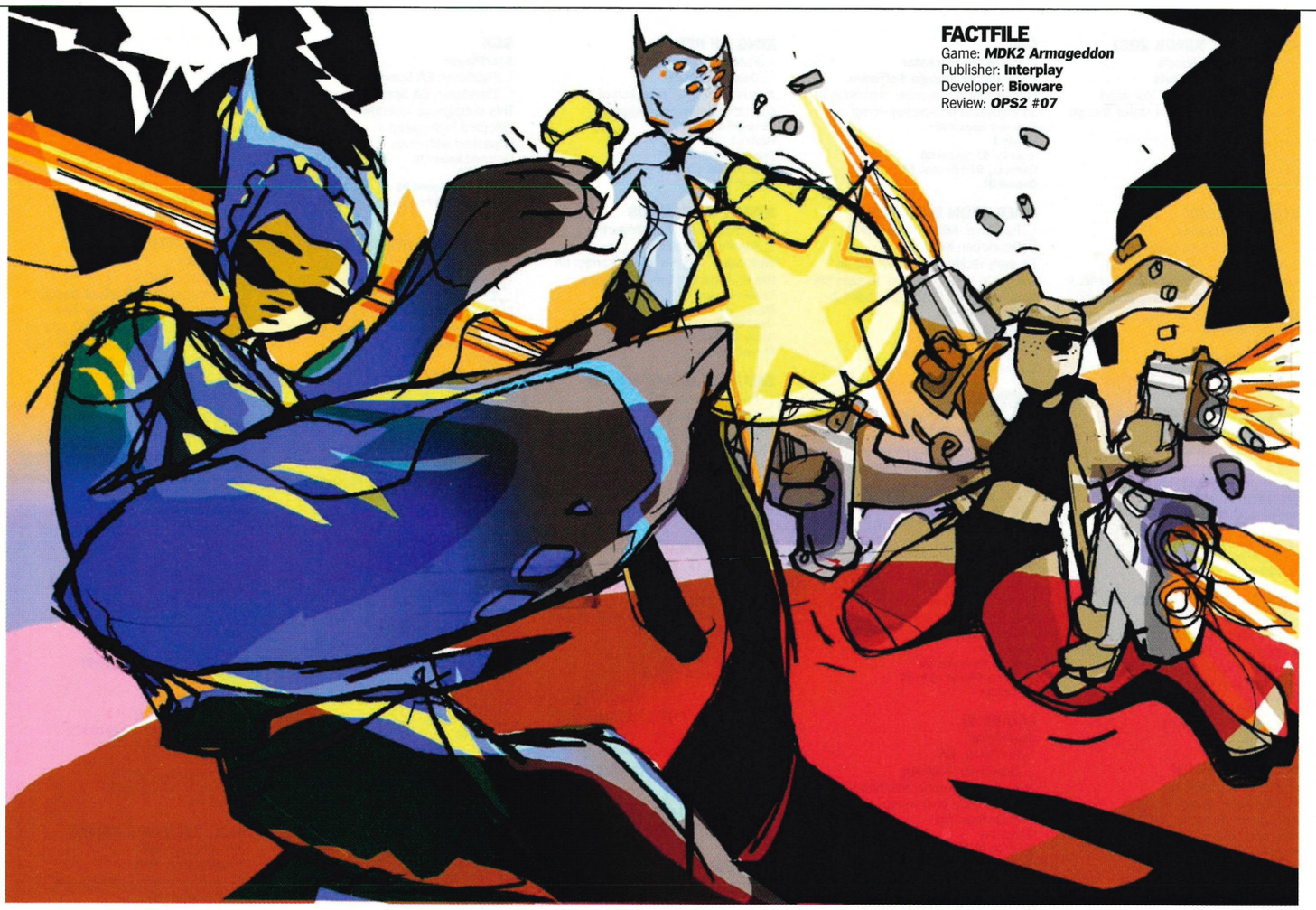
WARRIORS OF MIGHT AND MAGIC
☐Publisher: **3DO**
☐Developer: **3DO**
Do not buy. This is dreadful.
Reviewed **Issue #07**
Players **1**
Graphics **03**/Sound **06**
Gameplay **02**/Life span **05**
Overall 03

WDL: THUNDER TANKS
☐Publisher: **3DO**
☐Developer: **3DO**
An absolute romp in four-player Deathmatch mode.
Reviewed **Issue #05**
Players **1-4**
Graphics **08**/Sound **05**
Gameplay **08**/Life span **07**
Overall 07

WILD WILD RACING
☐Publisher: **Rage**
☐Developer: **Rage**
Off-road buggy racing game with merely acceptable looks and initially discouraging handling which improves markedly with perseverance.
Reviewed **Issue #01**
Players **1-2**
Graphics **06**/Sound **05**
Gameplay **06**/Life span **07**
Overall 06

X-SQUAD
☐Publisher: **EA**
☐Developer: **EA/Square**
First-person stealth/shooter. Enjoyable enough, but sadly never inspiring.
Reviewed **Issue #02**
Players **1**
Graphics **05**/Sound **06**
Gameplay **05**/Life span **06**
Overall 05

ZONE OF THE ENDERS
StarPlayer
☐Publisher: **Konami**
☐Developer: **KCEJ**
Cool graphics and intuitive controls make this a mech game with soul. But then what did we expect from Hideo Kojima? Oh, and there's the small matter of that free *MGS2* demo...
Reviewed **Issue #06**
Players **1**
Graphics **10**/Sound **09**
Gameplay **09**/Life span **06**
Overall 09



FACTFILE
Game: ***MDK2 Armageddon***
Publisher: **Interplay**
Developer: **Bioware**
Review: ***OPS2 #07***

#08: MDK2 Armageddon

The *MDK* crew strike a pose for the final alien encounter, while illustrator Will Barras gets his crayons out...

WHAT?

So, what's all this about then?

After battling through ten well-hard levels and wasting hordes of alien scum, *MDK2*'s trio of adventurers – hitman, Kurt Hectic; eccentric inventor, Dr Fluke Hawkins; and six-limbed cyborg dog, Max – strike an iconic (if considerably less sexy) *Charlie's Angels* pose and prepare for the final battle against alien leader, Zizzy Balooba. Defeat this oversized ET and the alien invaders will be vanquished once and for all, leaving you to enjoy an ecstatic reception back on planet Earth.

HOW?

He's a gigantic levitating alien chieftain and he's the final barrier between you and a heroic comic book finale. So kick his fat ass.

Want to defeat the alien leader Zizzy Balooba and be hailed as a hero by grateful Earthlings? Well you're going to have to work for it. Ten massive levels stand between you and the final boss encounter and that bug-eyed bloater Balooba will push you to the very limit. Unless, that is, you stack the odds in your favour with this invincibility code: pause the game, hold down L2 and R2 then press ↑, ↑, ↓, ↓, ←, ←, →, →, □, △, □, △, SELECT and, finally, START. Easy.

WHY?

***OPS2* contributor and mad alien invasion conspiracy theorist, Lee 'Watch the skies!' Hart explains the demented delights of *MDK2*.**

"Aside from its superbly varied gameplay, what really makes *MDK2* such a great adventure is its inspired sense of humour. Kurt, Max and the Doc are a triumvirate of memorable characters each with a unique personality and playing style and the game's plot is absolutely riddled with Python-esque daftness.

"Where so many adventure titles take themselves way too seriously, *MDK2* is exactly what a videogame should be – damn good fun..."

WHO?

This month's GameOver illustrator, Will Barras talks bullet proof bikinis and fishing games. Must be something in the water.

"I haven't got a clue what the hell this crazy game is all about so I just tried to make the characters dynamic. I like the dog. I think he's male but I'm not sure about his bullet proof bikini. I wanted to make it look like a Sixties film poster, bursting with action.

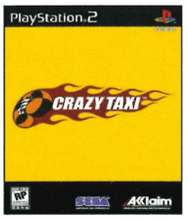
"My all time favourite PSone game is *Tony Hawk's Pro Skater* and I can't wait for the version coming for PlayStation 2. I absolutely love racing games but my current favourites are fishing games. I must be getting old..."

YOUR GO!

If you think you've reached a better end sequence, write to us and tell us what it is, how you got there and why you think it's so great. Prizes on offer for the ones that we feature on this page include a framed print of the final artwork. Write to us at: **GameOver, *Official PlayStation 2 Magazine*, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.** Email **PS2@futurenet.co.uk**

STAR BUY

DARK CLOUD
37.99

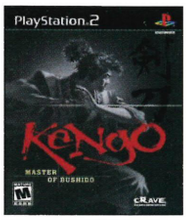


STAR BUY

CRAZY TAXI
36.99

STAR BUY

S/W STARFIGHTER
36.99

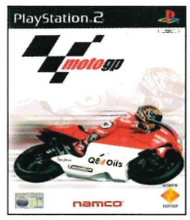


SAVE £5

KENGO: BUSHIDO
34.99

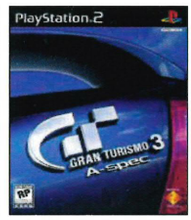
SAVE £6

QUAKE III
38.99



SAVE £6

MOTO GP
33.99



SAVE £7

GT3
37.99

Over 4000 discounted games, DVD films, computer supplies, peripherals, PCs and consoles
PLUS cheats, demos, clips, discussions, reviews and prizes. Visit UKgames.com or UKps2.com NOW!

FREE REMOTE WITH EVERY PS2

£299.99

Official UK PlayStation 2 with Dual Shock 2 Controller, Scart Lead and FREE Remote Control for DVD, CD and Audio Functions

Visit UKps2.com, Call us on 0870 725 9999 or visit one of our BIG club shops to get yours!

PS2 Essentials

LOTS MORE IN OUR CATALOGUE AND AT UKPS2.COM

OFFICIAL PS2 ITEMS:

DUAL SHOCK 2 CONTROLLER	19.99
4 PLAYER MULTI TAP for PS2	26.99
8MB MEMORY CARD for PS2	24.99
HORIZONTAL STAND for PS2	12.99
VERTICAL STAND for PS2	12.99
FANATEC RACING WHEEL for PS2	47.99

UNOFFICIAL PS2 ITEMS:

ANALOGUE JOLT CONTROLLER	17.99
DUAL FORCE CONTROLLER	19.99
ANALOGUE PLUS 2 CONTROLLER	19.99
REMOTE CONTROL for DVD & CD	9.99
MAD CATZ REMOTE for DVD & CD	19.99
4 PLAYER MULTIPLAY for PS2	24.99
8MB MEMORY CARD for PS2	23.99
MOONBASE VERTICAL STAND	9.99
GAMESTUDIO	26.99
XTREME FM RADIO	26.99
DATEL USB KEYOARD	17.99
XPORT MEMORY CARD SYSTEM	26.99
FREEPLAY INFRA RED ADAPTOR	26.99
SCREENBEAT SOUNDSTATION 2	44.99
GAMES STATION 2 STORAGE UNIT	16.99
GAMES STATION 3 STORAGE UNIT	16.99

PS2 Top Games

LOTS MORE AT UKPS2.COM

4X4 EVOLUTION	33.99
7 BLADES	36.99
AGE OF EMPIRES 2: AGE OF KINGS	36.99
ALL STAR BASEBALL 2002	36.99
AQUA AQUA: WETRIX 2	19.99
ARMOURED CORE 2	36.99
ARMY MEN GREEN ROGUE	32.99
ARMY MEN: SARGE'S HEROES 2	32.99
CRAZY TAXI	**36.99**
DARK CLOUD	**37.99**
DEAD OR ALIVE 2	33.99
DEVIL MAY CRY	**38.99**
DISNEY'S DINOSAUR	36.99
DONALD DUCK: QUACK ATTACK	36.99
DRIVING EMOTIONS TYPE-S	36.99
DYNASTY WARRIORS 2	33.99
EPHEMERAL FANTASIA	36.99
ESPN INTERNATIONAL TRACK & FIELD	36.99
ESPN NBA 2NIGHT	33.99
ETERNAL RING	36.99
EVERGRACE	34.99
EXTERMINATION	33.99
F1 CHAMPIONSHIP SEASON 2000	38.99
F1 RACING CHAMPIONSHIP	27.99
F1 WORLD GRAND PRIX	36.99
FANTAVISION	33.99
FIFA 2001 RR11/00	38.99
FORMULA ONE 2001	37.99
GAUNTLET DARK LEGACY	33.99
GOEMON ACTION RPG	36.99
GRADIUS 3 AND 4	36.99
GRAN TURISMO 3 A-SPEC	**37.99**
GUN GRIFFON BLAZE	36.99
GUNSLINGER	36.99
HALF - LIFE	36.99
HIDDEN INVASION	36.99
ISS 2000	36.99
JUNGLE BOOK + DANCE MAT	36.99
KENGO: MASTERS OF BUSHIDO BLADE	34.99
KESSEN	36.99
KNOCKOUT KINGS 2001	37.99
KURI KURI MIX	32.99
MADDEN NFL 2001	36.99
METAL GEAR SOLID 2 SONS OF LIBERTY	**36.99**
MIDNIGHT CLUB	33.99
MOTO GP	33.99
MTV MUSIC GENERATOR 2	36.99
NBA HOOPZ	33.99
NBA LIVE 2001	37.99
NHL 2001	36.99
NIGHT LABOR	36.99
ONI	33.99
ONIMUSHA: WARLORDS	**38.99**
OPERATION WINBACK	34.99
ORPHEN: SCION OF SORCERY	36.99
POOL MASTER	33.99
QUAKE 3 REVOLUTION	**38.99**
RAYMAN REVOLUTION	36.99
RC REVENGE PRO	36.99
READY 2 RUMBLE BOXING 2	31.99
RED	36.99
RED FACTION	36.99
RESIDENT EVIL: CODE VERONICA	**38.99**
RIDGE RACER 5	33.99
ROCK 'N' ROLL RACING	36.99
SHADOW OF MEMORIES	36.99
SIDEWINDER	36.99
SILENT HILL 2	**36.99**
SILENT SCOPE	29.99
SILPHEED	36.99
SKY ODYSSEY	33.99
SKYSURFER	36.99
SMUGGLERS RUN	33.99
SPY HUNTER	33.99
SSX SNOWBOARD SUPERCROSS	37.99
STAR WARS: EP 1: STARFIGHTER	36.99
STREET FIGHTER EX 3	36.99
STUNT GP	36.99
SUMMONER	**36.99**
SUPER BOMBAD RACING	36.99
SUPER BUST A MOVE	27.99
SURFING H30	33.99
SWING AWAY GOLF	36.99
TEKKEN TAG TOURNAMENT	33.99
THE BOUNCER	36.99
THE GETAWAY	**37.99**
THEME PARK ROLLERCOASTER	36.99
THEME PARK WORLD	36.99
THIEF 3	37.99
TIGER WOODS PGA TOUR 2001	36.99
TIMESPLITTERS	37.99
TITANIUM ANGELS	36.99
TOP GUN INTERNATIONAL ACADEMY TASK FORCE	36.99
UNREAL TOURNAMENT	**39.99**
WARRIORS OF MIGHT & MAGIC	32.99
WDL: THUNDER TANKS	32.99
WILD WILD RACING	34.99
WWF SMACKDOWN 3	**36.99**
X GAMES: SNOWBOARDING	36.99
XSQUAD	36.99
Z.O.E	**36.99**

** INCLUDES EXCLUSIVE PLAYABLE METAL GEAR SOLID 2 DEMO **

Top DVD Movies

HUNDREDS MORE AT UKDVD.COM

A LETTER FROM DEATH ROW (18)	5.99
AMERICAN DRAGON (18)	5.99
ANNA NICOLE SMITH EXPOSED (18)	5.99
BILLY ELLIOT (15)	18.99
CHARLIE'S ANGELS (18)	18.99
DEMON HOUSE (18)	5.99
EROTIC WITCH PROJECT (18)	5.99
EVIL NEVER SLEEPS (18)	5.99
F A R T THE MOVIE (15)	5.99
GALAXY QUEST (PG)	18.99
GLADIATOR: SPECIAL EDITION (15)	22.99
GONE IN 60 SECONDS	18.99
GOOD GUYS WEAR BLACK (15)	5.99
GUYVER DARK HERO (15)	7.99
IM STILL WAITING FOR YOU (18)	4.99
L A TAKEDOWN (15)	5.99
LAST LINE OF DEFENSE (15)	5.99
MORTAL CONQUEST (18)	5.99
POSSESSION: WITCHBOARD 3 (18)	5.99
PROGENY (18)	5.99
ROAD TRIP (15)	18.99
SCREAM BLOODY MURDER (15)	5.99
SHAFT (18)	18.99
SNATCH (18)	22.99
STRONG LANGUAGE (18)	5.99
TERMINATOR 2 (TWO DISC) (18)	22.99
THE CELL (18)	18.99
THE CRUEL DEEP (12)	5.99
THE LOST WORLD (15)	5.99
VIRTUAL GIRL (18)	5.99
VIRTUAL GIRL 2 (18)	5.99
X-MEN (15)	16.99

DVDs FROM £4.99 AVAILABLE NOW AT UKDVD.COM OR CALL US ON 0870 725 9999

WIN A GAME EVERY DAY
GAMEADAY.CO.UK
INCREDIBLY TWO OF OUR CUSTOMERS HAVE WON 9 TIMES EACH!

WE SELL TO ANYBODY. P&P IS FREE TO MEMBERS. NON-MEMBERS PLEASE ADD £1 PER ITEM.

Incredible Free Offer

CHOOSE ANY FREE GIFT WHEN YOU JOIN SPECIAL RESERVE (£6.99). THERE IS NO OBLIGATION TO BUY ANYTHING. OVER 40 GIFTS LISTED AT 1FREE.CO.UK OR UKGAMES.COM OR HEAR THE LIST AND ORDER BY PHONE ON 0870 725 9999. OR VISIT ANY SPECIAL RESERVE DISCOUNT STORE. SAVE JUST FIVE REDDIES TO CHOOSE ANOTHER FREE GIFT.

FREE VERTICAL STAND FOR PS2

FREE NEGCON TWIST CONTROLLER FOR PS1 & PS2

FREE RIDGE RACER

FREE SOUL BLADE

FREE ARMORINES

FREE WHEN YOU JOIN SPECIAL RESERVE FOR £6.99

FREE DVD / CD REMOTE FOR PS2

FREE GUYVER DVD

FREE RIDGE RACER 4

FREE TOSHINDEN 3

FREE UEFA STRIKER

SAVE = Saving off full recommended price. Some products listed may not yet be available and prices may change - please phone. FREE Gifts subject to availability and colour and design may vary. All prices include VAT

Special Reserve
Discount Network
Specialreserve.net

0870 725 9999
UKGAMES.com
7 BIG CLUB SHOPS OPEN 'TIL LATE

BASILDON
Festival Leisure Park, Basildon, Essex
☎ 01268 28 77 76

BRISTOL
351 Gloucester Road (A38), Bristol.
☎ 0117 924 5000

CHELMSFORD
43 Broomfield Road, Chelmsford, Essex.
☎ 01245 348 777

EGHAM
168 High Street, Egham, Surrey.
☎ 01784 473 444

NOTTINGHAM
164 Derby Road, Stapleford, Nottingham.
☎ 0115 949 1000

SAWBRIDGEWORTH
The Maltings, Station Road, Sawbridgeworth, Herts.
☎ 01279 322 399

UPMINSTER
209/213 St Mary's Lane, Upminster, Essex.
☎ 01708 22 55 44

WIN A PS2

£10 MILLION IN PRIZES AT WINACAR.CO.UK

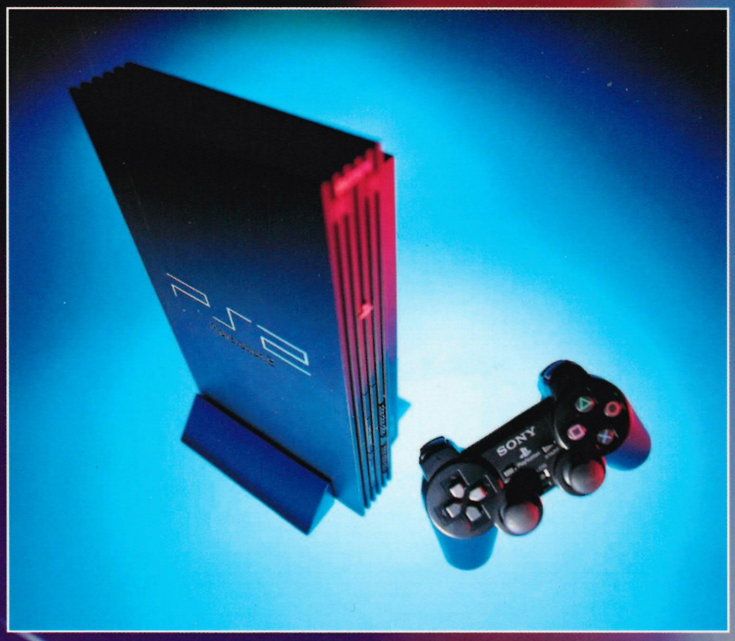
GAME BOY ADVANCE & FREE CARRY CASE

ORDER NOW OR TRY INSTORE

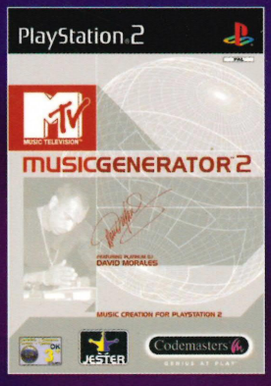
0% FINANCE, PAY IN SIX MONTHS

10% DEPOSIT, NO MORE TO PAY FOR 6 MONTHS AND NO INTEREST, SUBJECT TO STATUS. AVAILABLE ON MAXX PCs, PS2s OR PURCHASES OVER £200 INCLUDING ONE ITEM OF HARDWARE. 0% APR IF THE BALANCE IS PAID IN FULL AFTER SIX MONTHS OR 29.8% APR EXTENDED LOAN. WRITTEN DETAILS IN THE CLUB MAGAZINE

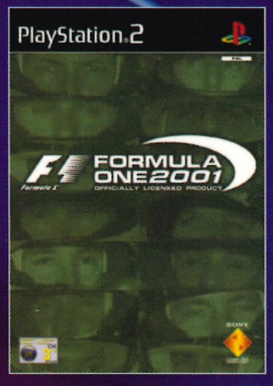
WHO SAID THEY'RE ONLY GAMES?



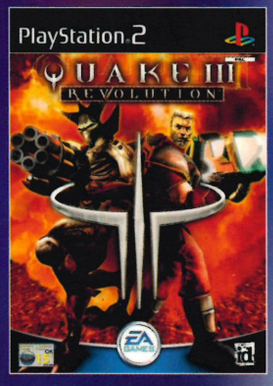
NOW IN STOCK



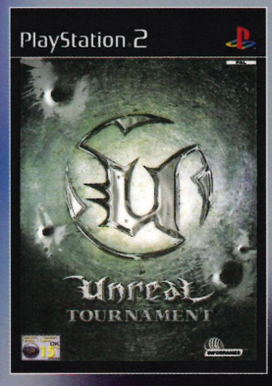
MTV MUSIC GENERATOR 2



FORMULA ONE 2001



QUAKE III REVOLUTION



UNREAL TOURNAMENT

WHATEVER TURNS YOU ON

Virgin megastores